

BAOR

PLAYBOOK



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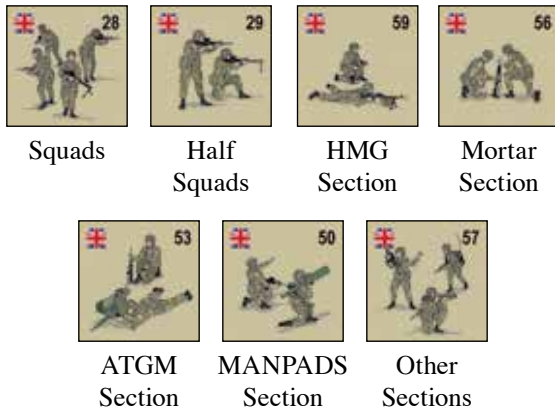
Introduction

Included in this expansion are the most significant British units serving in the British Army of the Rhine (BAOR) that were available in 1987. While ownership of *MBT* is required, *FRG* is not.

Ten scenarios cover a wide range of situations reflecting various actions during the hypothetical Soviet invasion of Western Europe. The scenarios are fictional battles and are not intended to represent any specific historical situations or to characterize any actual circumstances or events.

Note that the new terrain features and Optional Rules presented here are surely applicable to all *MBT*, *FRG* and *BAOR* scenarios as desired.

Units



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 British organizations (brigades, regiments, battalions, and squadrons) are provided for reference and for use in constructing scenarios. These organizations contain the military formations fielded by BAOR'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.

Terrain Features

BAOR introduces a number of new terrain elements and objective based situations.

Roadway



Mapboard 19 features a roadway (autobahn, motorway, or expressway) that traverses the entire mapboard skirting the edge of Mike-19. Hexes 19F9 and 19T4 are roadway examples. Note that hexes 19B5 and 19GG5 are standard Road hexes.

Roadway hexes are considered Road hexes for vehicle movement. A Wreck (KO or BU) counter or an opposing vehicle does not prevent a vehicle from using its Road movement factor.

Power Grid Station

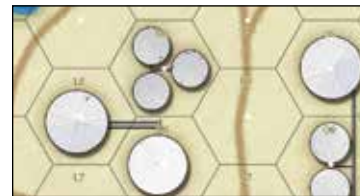


Raptor-20 is the code name for the power grid station located on mapboard 20. It is typical of non-nuclear electricity generation plants and power distribution facilities.

The individual facility hexes, e.g., 20H4 and 20N7, are treated as Brick Buildings for all purposes. Each hex is three stories high.

With the exception of hexes 20J4, 20K3, and 20L4, hexes in the facility may only be occupied by leg units. Vehicle, towed and landed helicopter units are prohibited in those hexes.

Tank Farm



Dragon-22 is the code name for the tank farm located on mapboard 22. It is typical of storage areas for petroleum and natural gas.

The individual tank farm hexes, e.g., 22J3 and 22M6, are treated as Stone Buildings for all purposes. Each hex is four stories high. Hex 22K7 is two stories high.

Controlling Objectives

The scenarios included with *BAOR* introduce some additional considerations for controlling objectives. Unless otherwise indicated in a Scenario's Special Conditions, utilize the following criteria for controlling objectives.

Raptor-20 (two-zero)

Typically, to control the power grid station, the main control room hex (20K3) must be occupied while at the same time a surrounding area designated in the Victory Conditions is completely free of opposing combat ground units (opposing aircraft do not exert control). Once these requirements are met, place

the appropriate Control counter in the control room hex. Scenario 26 has Raptor-20 as its objective.

Dragon-22 (two-two)

Typically, to control the tank farm, the main control room hex (22K7) must be occupied while at the same time a surrounding area designated in the Victory Conditions, excluding the water hexes, is completely free of opposing combat ground units (opposing aircraft do not exert control).

In addition, a certain number of storage tank hexes must be intact. Once these requirements are met, place the appropriate Control counter in the control room hex. Scenario 24 has Dragon-22 as its objective.

Turn Specific Objectives

Some scenarios require control of an object only on a specific turn during the scenario. This is not unlike controlling objectives at the conclusion of a scenario (see 3.6 Controlling Objectives), except in this case the control requirement need only be met on the specific turn designated.

Combat Units – Rapier & Javelin

BAOR includes new types of SAM (Rapier) and MANPADS (Javelin) AA units. Both are guided by an operator in a similar manner to SACLOS ATGMs. They are all aspect systems.

As a result, Rapier is subject to an ATGM CL: 1 Under Fire modifier and Javelin is subject to an ATGM CL: 2 (see 5.1.3.3.6 ATGM Under Fire). Both AA modifiers are -5.

Counters

BAOR introduces a few new reference counters to aid in play.

Spot Small Arms



Includes dedicated SPOT counters for marking Small Arms (see 6.1.3). If the target unit fired a weapon classified as Small Arms (see 5.7 Small Arms), it is marked with a Spot/Fire SA counter.

ATGM Dodge



Includes dedicated ATGM DODGE counters for marking the movement path avoiding an ATGM (see 5.1.3.3.4).

NATO Target Acquisition Bonus



Includes dedicated NATO TARGET ACQUISITION BONUS counters for marking eligible targets (see 7.50). The counters are available in matched numerical sets. One is placed on the NATO unit with its corresponding counter placed on the Soviet unit.

Helicopter Landed and Hover



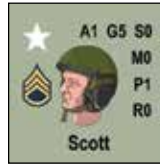
Includes counters to easily identify landed helicopters and helicopters flying in hover mode.

VP Reference



Includes VP Reference counters, in four colors, to mark specific Victory Point hexes or to use as a reminder as to the location of critical hexes.

7.51 Leaders



Leaders add a powerful new dynamic to the MBT series. They represent individuals of various ranks and skills that can influence gameplay in a number of unique ways. In almost all cases, scenarios do not indicate the presence of any particular leader or leaders. Players may freely add any number of leaders or none at all. Just decide by mutual agreement. Follow the recommended command structure below, or just go with whatever works. There is no correct or incorrect approach as battlefield conditions make for very fluid situations. There may be occasions where junior officers or NCOs find themselves in overall command or senior officers are commanding only a small contingent.

For the purposes of these rules, RHQ level (regiment/brigade) commanders are not addressed. Those commanders are considered to operate off-map or, when on-map, without a named leader.

7.51.1 Leader Employment

At the start of a scenario, leaders must attach to any vehicle, leg or towed unit; they may not attach to fixed-wing aircraft or helicopters. They may also arrive later in a scenario as part of a relief or reinforcement formation, again attached to any vehicle, leg or towed unit.

Leaders never operate independently. They must attach to a combat unit at all times; place the leader counter under the attached unit. A unit may only have a single attached leader. The attached unit's Grade or its Formation Grade is unaffected by the presence of a leader.

Leaders are never individually targeted. If in play, they are visible at all times unless part of a hidden unit. If the attached unit is lost (elimination, bail out, knock out or brew up), the leader is permanently removed from play. Leaders do not have VPs and, therefore, do not factor in when determining victory in a scenario whether they are present, survive or are lost.

No VPs? What value can be placed on the impact a leader or leaders does or does not have on the outcome of a scenario? In many cases, it could be purely subjective or emotional. There may be a favorite leader or one that turns the tide of battle or for that matter has no measurable impact. It is really up to the players to make that determination.

If attached to a vehicle, leg or towed unit designated in a scenario as an FO or command unit (BHQ or CHQ), the leader automatically assumes the role as that FO or command unit.

Leaders do not gain or lose FO or command status when transferring to a new unit even if that new unit is also an FO or command unit. Integrated vehicle crew based FO leaders may dismount; exception to below (see 7.39).

Leaders attached to a vehicle may never transfer to another unit; they remain with that vehicle for the duration of the scenario. Leaders attached to leg or towed units, may transfer to another leg or towed unit from the same company when located in the same hex; they may not transfer to vehicles. If an FO or command unit (BHQ or CHQ) that status transfers with the leader.

No specific command is required to transfer, just shift the leader counter to the new leg or towed unit at the conclusion of the Adjustment Phase after all of the adjustment steps are complete.

Leaders may not transfer from a leg or towed unit that is suppressed, hesitating and/or broken. However, they may transfer to a suppressed, hesitating and/or broken leg or towed unit.

7.51.2 Leader Effects

- (A) AP Combat: + AP Hit modifier
- (G) GP Combat: + GP dice roll modifier
- ♦ Also used for Close Assault, Hand-to-Hand and Overrun combat resolutions
- (S) Suppression Recovery: - dice roll modifier
- (M) Morale: + dice roll modifier
- (P) Spotting: + Spotting Ranges modifier
- (R) IF Response: + Indirect Fire Response modifier

General

Command: in the same manner as Recon units, all leaders automatically command the attached unit; this command does not count towards its formation's command limit.

Leader modifiers are cumulative with all other combat, suppressed, morale, spotting or IF response modifiers. Leaders may apply any and all applicable modifiers during a turn. If more than one leader could be applicable, only the modifiers from a single leader come into play. Multiple leader modifiers are never applicable at the same time on the same unit.

It is not necessary to utilize the same leader for all actions; if there is a choice, utilize the leader that offers the greatest advantage.

AP and GP Combat

(A) AP and (G) GP Combat modifiers apply to all of the attached unit's weapons and any attached weapons. If the leader is also acting as a command unit (BHQ or CHQ), a single leader's (A) AP or (G) GP Combat modifiers are applicable to all other units' weapons and any attached weapons from the same formation within command range.

Close Assault and Hand-to-Hand Combat

Close Assault and Hand-to-hand Combat modifiers apply singly per combat, not per unit in the combat, and only to the combat including the leader regardless if the leader is also acting as a command unit (BHQ or CHQ). The attached unit does not need to be the primary attacker.

Overrun Combat

Overrun modifiers apply only to the attached vehicle. They do not apply to any other Overrun combats even against the same target unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

Suppression

The (S) Suppress modifier applies only to the attached unit unless the leader is also acting as a command unit (BHQ or CHQ). In those cases, a single leader's (S) Suppress modifier is applicable to all other units from the same formation within command range.

Morale

The (M) Morale modifier applies only to the attached unit unless the leader is also acting as a command unit (BHQ or CHQ). In those cases, a single leader's (M) Morale modifier is applicable to all other units from the same formation within command range.

This modifier is an exception and is in addition to the +20 Command Unit within Cmd Rng limit (see 7.1.4).

Spotting

The (P) Spotting modifier applies only to the attached unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

If attached to a recon unit, this modifier is in addition to the +1 Recon Spotting modifier (see 6.1.3.3).

Spotting modifiers do not apply to optional rules 7.4 and 7.7; the application of those rules is unaffected by attached leaders.

IF Response

The (R) IF Response modifier applies only to leaders when acting as FOs, command units (BHQ or CHQ), or attached to recon units and applies only to the attached unit regardless if the leader is also acting as a command unit (BHQ or CHQ).

If the result is an unmodified 1, a Danger Close friendly fire incident may still occur (see 6.5.1.10).

7.51.3 Force Leaders

Ten double-sided leader counters are included for each force (BAOR, Soviet, and US) for a total of twenty individual leaders – two of each rank.

Rank titles are not included on the individual Leader counters. Some are just too long or the requisite abbreviations would not be clear. So, just the leader surnames along with their national rank insignia are included.

Within NATO, equivalent ranks do not exist across all of the nations. Some interpretations were made to keep the information consistent.

The following tables summarize each force's leaders to assist in associating the various rank insignia with the rank titles and leaders. Also included are recommended command structures.

BAOR

- CHQ: Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower.
- BHQ: Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower.
- FO: Typically a junior officer or senior NCO.
- Platoon: Typically a junior officer or senior NCO.

British Leaders

Richards	Lance Corporal
Evans	Lance Corporal
Thomson	Corporal
Brown	Corporal
Simpson	Sergeant
Harris	Sergeant
Walker	Staff Sergeant
Taylor	Staff Sergeant
Williams	WO Class 2
King	WO Class 2
Davies	Second Lieutenant
Edwards	Second Lieutenant
Scott	Lieutenant
Young	Lieutenant
Murray	Captain
Allen	Captain
Kelly	Major
Cooper	Major
Watson	Lt. Colonel
Stone	Lt. Colonel

Soviet

- Tank CHQ: Sr. Lieutenant or Captain.
- Motor Rifle CHQ: Lieutenant or Sr. Lieutenant.
- Tank BHQ: Major or Lt. Colonel.
- Motor Rifle BHQ: Major or Captain, in some cases Lt. Colonel.
- FO: Typically a junior officer.
- Tank and Motor Rifle Platoon: Jr. Lieutenant or senior NCO.

Note that in most cases, Soviet companies and battalions include a non-command level political officer (zampolit), often a Lieutenant or Jr. Lieutenant.

Unlike most NATO nations, the Soviet Army does not foster a professional class of NCOs. In most cases, Soviet Army NCOs are two-year conscripts and do not fill many of the specialized and leadership roles typically held by NATO NCOs; those are filled by Soviet officers. In contrast, Soviet Army NCOs fill many of the roles held by other ranks in NATO nations. As a result, their numbers are somewhat larger as a segment of the total forces.

Soviet Leaders

Leonov	Jr. Sergeant	Mladshiy Serzhant
Petrov	Jr. Sergeant	Mladshiy Serzhant
Konev	Sergeant	Serzhant
Zuyev	Sergeant	Serzhant
Domnin	Sr. Sergeant	Starshiy Serzhant
Yenin	Sr. Sergeant	Starshiy Serzhant
Yorlov	Sergeant Major	Starshina
Voronin	Sergeant Major	Starshina
Rudin	Jr. Lieutenant	Mladshiy Leytenant
Petrov	Jr. Lieutenant	Mladshiy Leytenant
Alexeyev	Lieutenant	Leytenant
Semekhov	Lieutenant	Leytenant
Charkov	Sr. Lieutenant	Starshiy Leytenant
Shishkin	Sr. Lieutenant	Starshiy Leytenant
Fetisov	Captain	Kapitan
Khramov	Captain	Kapitan
Yashin	Major	Mayor
Bukin	Major	Mayor
Tereshchenko	Lt. Colonel	Podpolkovnik
Ulanov	Lt. Colonel	Podpolkovnik

US

- CHQ: 1st Lieutenant or Captain; additional CHQ from same formation the same rank or one or two ranks lower.
- BHQ: Major or Lt. Colonel; additional BHQ from same formation the same rank or one or two ranks lower.
- FO: Typically a junior officer or senior NCO.
- Platoon: 2nd Lieutenant or senior NCO.

US Leaders

Hall	Corporal
Perez	Corporal
Levi	Sergeant
Roberts	Sergeant
Roche	Staff Sergeant
Scott	Staff Sergeant
Ortiz	Sergeant 1st Class
Smith	Sergeant 1st Class
Adams	First Sergeant
Jackson	First Sergeant
Bell	2nd Lieutenant
Park	2nd Lieutenant
Gray	1st Lieutenant
Johnson	1st Lieutenant
Tyler	Captain
White	Captain
DiMarco	Major
Lee	Major
James	Lt. Colonel
Tanaka	Lt. Colonel

7.52 Voluntary Bail Out

Bailout is normally a non-player controlled event triggered by specific combat results. However, this may result in challenging situations when employing the Command Span optional rule (see 7.43).

Vehicles with Hull Damage and Track hits will invariably fall behind, causing gaps in the required command span when commanding moving units.

Players may prefer to place those vehicles out of action. When the situation arises, during the Adjust/Remove Counters Step (see 6.8.6) of the Adjustment Phase, place a Bail counter on or next to the vehicle.

Parts Inventory

A complete package of *BAOR* includes the following:

- 1 Playbook
- 4 double-sided geomorphic maps #19–#26
- 10 Data Cards
- 3 Counter sheets
- 1 10-sided die

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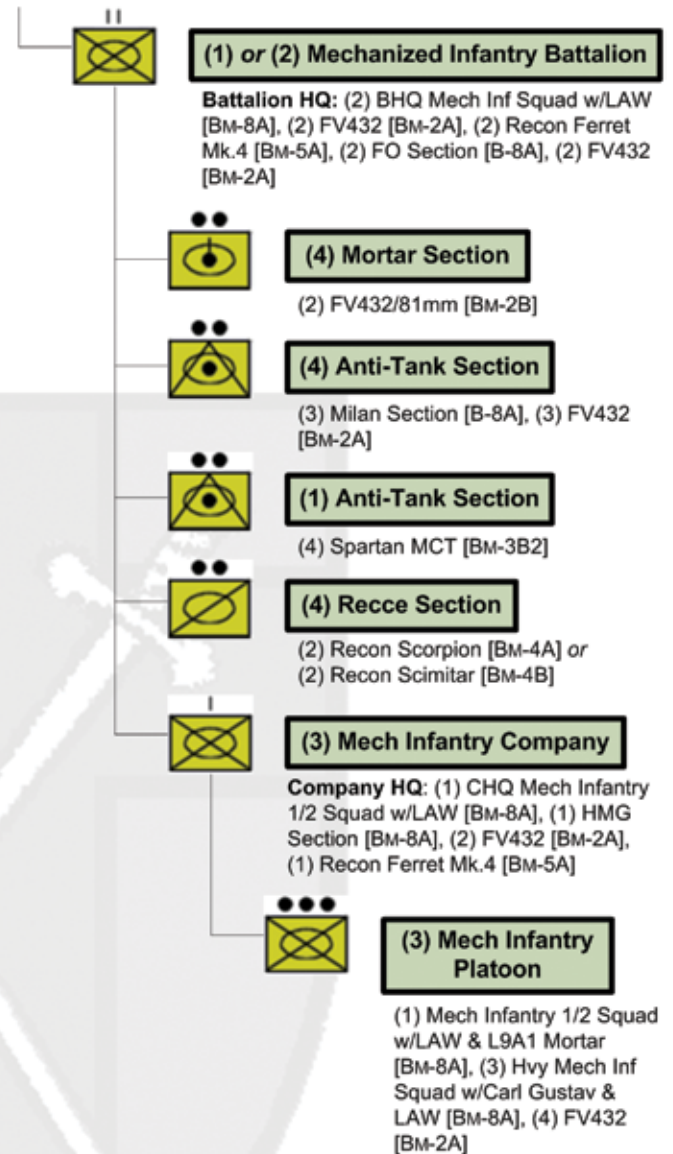
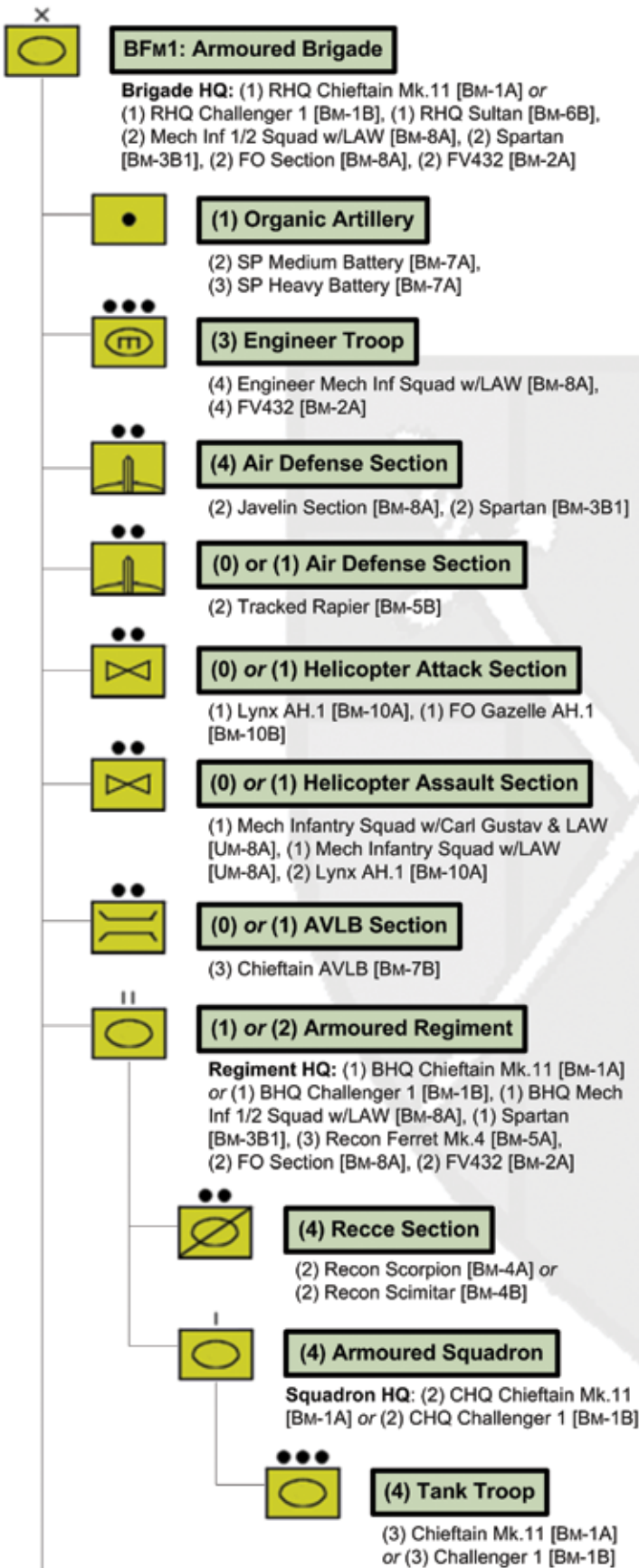
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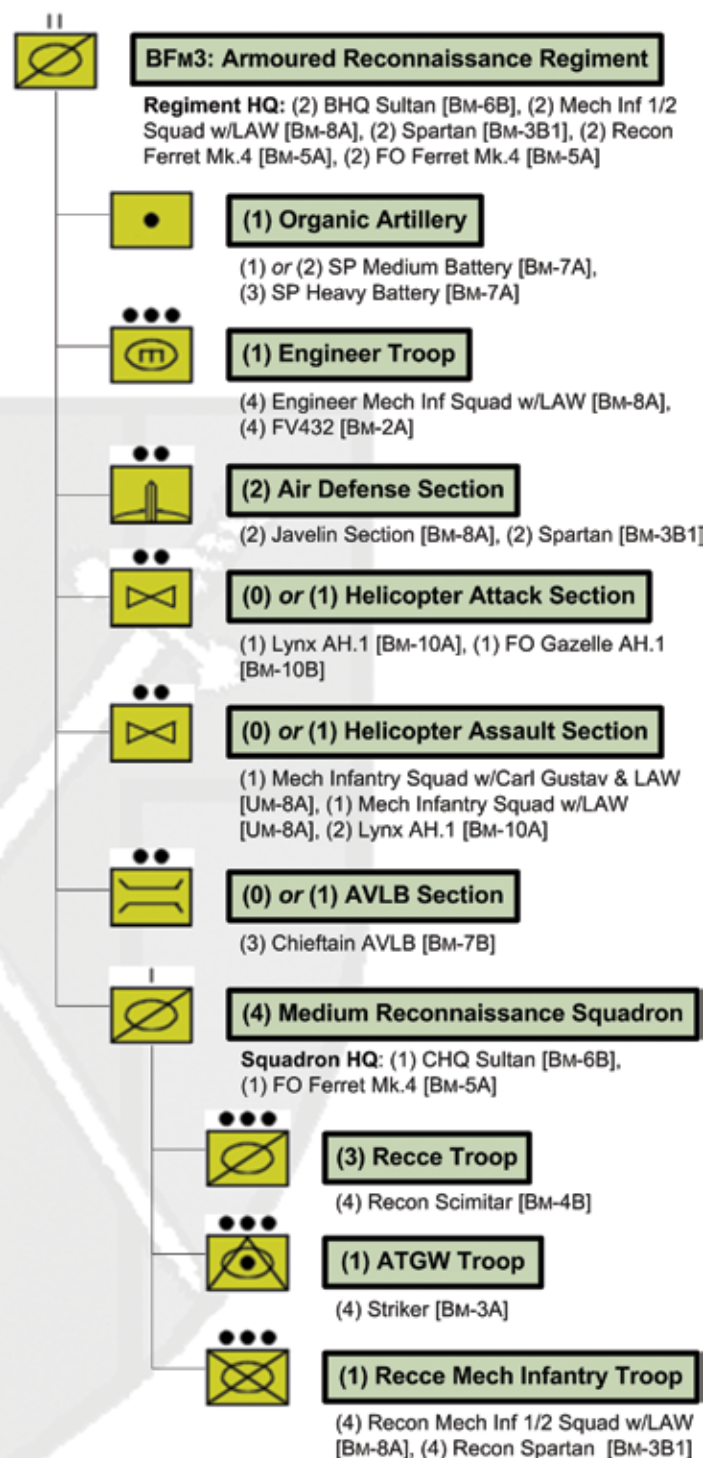
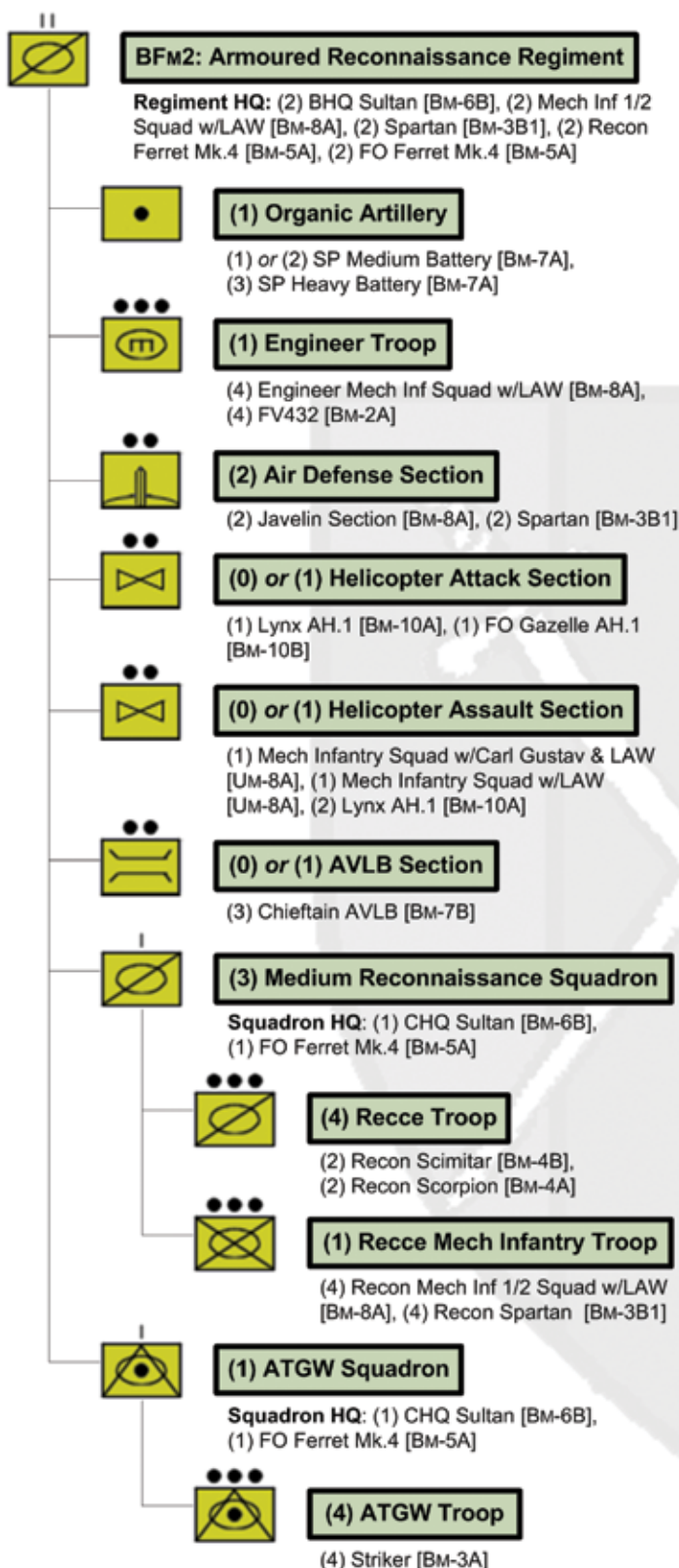
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**Notes:**

- The 1st and 3rd Armoured Divisions each field three armoured brigades (7th, 12th, and 22nd in 1st AD and 4th, 6th and 33rd in 3rd AD) made up of four armoured regiments and five mechanized infantry battalions. One brigade is 'heavy' with two armoured regiments and one mechanized infantry battalion. The remaining two brigades each have one armoured regiment and two mechanized infantry battalions.
- The 4th Armoured Division fields two armoured brigades (11th and 20th) made up of three armoured regiments and three mechanized infantry battalions. One brigade is 'heavy' with two armoured regiments and one mechanized infantry battalion. The other brigade has one armoured regiment and two mechanized infantry battalions.
- British armoured regiments are actually battalion-sized formations and therefore have BHQ-sized headquarters formations.
- British armoured brigades field the same model of tank and recon vehicle, throughout.
- Warrior [BM-6A] may substitute for the FV432 [BM-2A] in mech infantry battalions in very limited numbers.
- The brigade HQ FO sections [BM-8A] are typically allocated to the armoured regiments or mechanized infantry battalions.
- The engineer, air-defense, and if attached, the Tracked Rapier and helicopter sections are typically allocated to the armoured regiments or mechanized infantry battalions.
- LAW 80 [BM-8B] may substitute for both Carl Gustav [BM-8B] and LAW [BM-8B] in very limited numbers.

**Notes:**

- The 3rd and 4th Armoured Divisions each field a single armoured reconnaissance regiment.
- Deployed to the FRG prior to the commencement of hostilities.
- British armoured reconnaissance regiments are actually battalion-sized formations and therefore have BHQ-sized headquarters formations.
- The regiment HQ FO Ferret Mk.4 [BM-5A] are typically allocated to the medium reconnaissance squadrons.
- The engineer, air-defense, and if attached, the helicopter sections are typically allocated to the medium reconnaissance squadrons.
- LAW 80 [BM-8B] may substitute for both Carl Gustav [BM-8B] and LAW [BM-8B] in very limited numbers.

Notes:

- The 1st Armoured Division fields a single armoured reconnaissance regiment.
- British armoured reconnaissance regiments are actually battalion-sized formations and therefore have BHQ-sized headquarters formations.
- The regiment HQ FO Ferret Mk.4 [BM-5A] are typically allocated to the medium reconnaissance squadrons.
- The engineer, air-defense, and if attached, the helicopter sections are typically allocated to the medium reconnaissance squadrons.
- LAW 80 [BM-8B] may substitute for both Carl Gustav [BM-8B] and LAW [BM-8B] in very limited numbers.

**Light Artillery Battalion**

(6) SP* Organic Light Battery [BM-7A]

**Medium Artillery Battalion**

(6) SP* Organic Medium Battery [BM-7A]

**Heavy Artillery Battalion**

(6) SP* Organic Heavy Battery [BM-7A]

**Super Heavy Artillery Battalion**

(4) SP Organic Super Heavy Battery [BM-7A]

Notes:

- All fielded as assets in armoured brigades and armoured reconnaissance regiments. SP* (self-propelled) batteries also fielded as towed batteries.



BAOR UNIT SUMMARY CHART							
Unit	Card	Elite	Veteran	Seasoned	Regulars	Green	Raw
Artillery, Counter Battery	BM-7A	---	---	50	---	---	---
Artillery, Light Battery	BM-7A	---	---	44	---	---	---
Artillery, Medium Battery	BM-7A	---	---	54	---	---	---
Artillery, Heavy Battery	BM-7A	---	---	83	---	---	---
Artillery, Super Heavy Battery	BM-7A	---	---	98	---	---	---
Challenger 1	BM-1B	367	294	245	196	122	73
Chieftain AVLB	BM-7B	145	116	97	77	48	29
Chieftain Mk.11	BM-1A	250	200	167	133	83	50
CSW, Carl Gustav HHATW	BM-8B	57	45	38	30	19	11
CSW, HMG	BM-8B	22	18	15	12	7	4
CSW, Javelin MANPADS	BM-8B	24	19	16	12	8	4
CSW, L9A1 51mm Mortar	BM-8B	18	14	12	9	6	3
CSW, LAW 80 HHATW	BM-8B	69	55	46	36	23	13
CSW, LAW HHATW	BM-8B	25	20	17	13	8	5
CSW, Milan ATGM	BM-8B	97	78	65	52	32	19
Ferret Mk.4	BM-5A	33	26	22	17	11	6
Fixed-wing, Harrier Gr.3	BM-9B	150	120	100	80	50	30
Fixed-wing, Tornado Gr.1	BM-9A	184	147	123	98	61	36
FV432	BM-2A	40	32	27	21	13	8
FV432/81mm	BM-2B	58	46	39	31	19	11
Helicopter, Gazelle AH.1	BM-10B	153	122	102	81	51	30
Helicopter, Lynx AH.1	BM-10A	183	146	122	97	61	36
Helicopter, Lynx AH.1 (gunship)	BM-10A	283	226	189	151	94	56
Leg, Heavy Mech Infantry Squad/Half-squad	BM-8A	45/33	36/26	30/22	24/17	15/11	9/6
Leg, Mech Infantry Squad/Half-squad	BM-8A	39/28	31/22	26/19	20/15	13/9	7/5
Leg, Section	BM-8A	16	13	11	8	5	3
Scimitar	BM-4B	88	70	59	47	29	17
Scorpion	BM-4A	82	66	55	44	27	16
Spartan	BM-3B1	49	39	33	26	16	9
Spartan MCT	BM-3B2	147	117	98	78	49	29
Striker	BM-3A	112	90	75	60	37	22
Sultan	BM-6B	36	28	24	19	12	7
Tracked Rapier	BM-5B	64	51	43	34	21	12
Warrior	BM-6A	120	96	80	64	40	24

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	SM-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 21**Initial Strike Pt. 1: Eastern FRG, 27 September 1987****Situation**

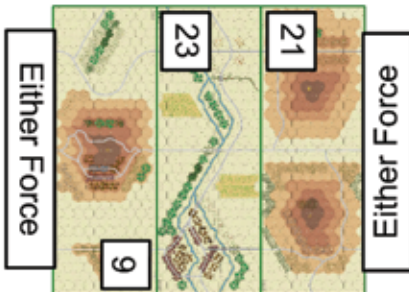
As one of the two Soviet armies aligned against NORTHAG and the BAOR sector, the 3rd Combined Army's 7th Guards Tank Division advances to and across the border engaging the British 4th Armoured Division's 11th Armoured Brigade.

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 6, 21 & 23

**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 bridge objectives at the start of the scenario.

VICTORY CONDITIONS

Length	15 turns
80 VPs	To the force that controls each of the 7 Bridge hexes, 23F7, 23I4, 23Q4, 23W6, 23Z8, 23BB4 and 23EE7. 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.
Unit VPs	For knock out or brew up.
150 VPs	Required victory margin.

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.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR



BAOR Force**ELEMENTS OF 4TH ARMOURED DIVISION, SEASONED [1,472]****ARMOURED SQUADRON (-): SEASONED, EXCELLENT, 11, CP-7 [1,472]**

x1
250



x3
167



x3
167



x2
55



x2
55

Soviet Force**ELEMENTS OF 40TH MOTOR RIFLE REGIMENT, SEASONED [1,450]****TANK COMPANY (-): SEASONED, EXCELLENT, 10, CP-6 [1,450]**

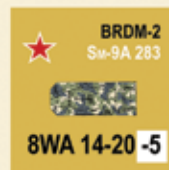
x1
241



x4
161



x3
161



x2
41

Scenario 22**Initial Strike Pt. 2: Eastern FRG, 27 September 1987****Situation**

As one of the two Soviet armies aligned against NORTHAG and the BAOR sector, the 3rd Combined Army's 7th Guards Tank Division advances to and across the border engaging the British 4th Armoured Division's 11th Armoured Brigade.

This variation on Scenario 21 is designed for play after reviewing the Advanced Rules. It adds ATGMs, and leg units to the original situation.

Map

Utilize maps 6, 21 & 23

**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, the BAOR CHQ has a Command Span of 9 hexes; the Soviet CHQ has a Command Span of 8 hexes.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

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 bridge objectives at the start of the scenario.

VICTORY CONDITIONS**Length**

15 turns

100 VPs

To the force that controls each of the 7 Bridge hexes, 23F7, 23I4, 23Q4, 23W6, 23Z8, 23BB4 and 23EE7. 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.

Unit VPs

For knock out or brew up.

200 VPs

Required victory margin.



BAOR Force**ELEMENTS OF 4TH ARMoured DIVISION, SEASONED [2,023]****ARMoured SQUADRON (+): SEASONED, EXCELLENT, 19(17), CP-11 [2,023]**

 Chieftain Mk.11 Bm-1A 243 4T CHQ 5 x1 250	 Chieftain Mk.11 Bm-1A 243 4T 7-11 -5 x3 167	 Chieftain Mk.11 Bm-1A 243 4T 7-11 -5 x3 167	 SCORPION Bm-4A 300 9T 10-16 +10 x2 85	Recon
--	--	--	--	--------------

 L9A1 LAW x1 48	 HMI x3 85	 Gustav LAW x4 27	 FV432 Bm-2A 200 5T 7-12 x2 98	 SPARTAN MCT Bm-3B2 290 9T 10-16 +10 x2 98
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Soviet Force**ELEMENTS OF 40TH MOTOR RIFLE REGIMENT, SEASONED [2,037]****TANK COMPANY (+): SEASONED, EXCELLENT, 20(16), CP-12 [2,037]**

 T-62MV Sm-3B 203 5T CHQ 1 x1 241	 T-62MV Sm-3B 203 5T 7-11 x4 161	 T-62MV Sm-3B 203 5T 7-11 x3 161	 BRDM-2 Sm-9A 283 8WA 14-20 -5 x2 61	 BRDM-2 Sm-9A 283 8WA 14-20 -5 x2 61	Recon	Recon
---	--	--	--	--	--------------	--------------

 Saxhorn RPG-22 x1 89	 MR x1 49	 RPG-22 x1 53	 BTR-70 Sm-6B 190 7WA 11-16 x3 52	 BRDM-2 ATGM Sm-9B 215 Sagger 8WA 14-20 -5 x2 39
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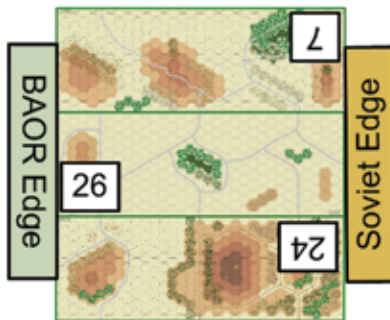
Scenario 23**Broad Front: FRG Eastern Border, 27 September 1987****Situation**

As the Soviet divisions push forward, many NATO units find that they must hold large geographical areas with limited resources. The British 1st Armoured Division's 22nd Armoured Brigade has the unenviable task of stopping the fast moving 74th Guards Tank Regiment.

As the 94th Guards Motor Rifle Divisions's lead regiment, the plan is for it to bypass and encircle resistance and cut off reinforcements.

Map

Utilize maps 7, 24 & 26

**SPECIAL CONDITIONS**

When determining the Initiative, the BAOR Force applies a +20 DRM.

If special ammo types are available, utilize Ammo Limits.

For Turns 1-3, BAOR vehicles apply a -20 modifier when searching for hull down positions.

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

If the Command Span Rules (7.43) are in effect, the BAOR CHQ has a Command Span of 9 hexes; the Soviet CHQ has a Command Span of 7 hexes.

The BAOR Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Force sets up first anywhere on maps 7, 24 and/or 26 at least 5 hexes from the Soviet edge.
Soviet ...	Tank Company enters the mapboard on Turn 1 with up to 15 units anywhere along the Soviet edge. The remaining units enter on Turn 2 anywhere along the Soviet edge. Units are eligible for the Road/Path movement bonus.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To the BAOR Force for each operational Soviet unit that fails to exit from the BAOR Edge.
Unit VPs	To the Soviet Force for up to the first 12 units that exit from the BAOR Edge.
Unit VPs	For elimination, knock out or brew up.
330 VPs	Required victory margin.



BAOR Force**ELEMENTS OF 1ST ARMoured DIVISION, VETERAN [2,528]****MECH INFANTRY COMPANY (+): VETERAN, EXCELLENT, 28, CP-17 [2,528]**

 29 CHQ MI	LAW	 55 	 FV432 Bw-2A 200 	 FV432/81mm Bw-2B 200 	 CHALLENGER 1 Bw-1B 260 	 SPARTAN MCT Bw-3B2 290 
x1 63		x1 31	5T 7-12 x2 32	5T 7-12 x1 46	6T 8-12 x3 294	9T 10-16 +10 x4 117

 29 L9A1 MI	LAW	 29 Gustav HMI	LAW	 FV432 Bw-2A 200 	 29 L9A1 MI	 29 Gustav HMI	LAW	 FV432 Bw-2A 200 
x1 56		x3 101		5T 7-12 x4 32	x1 56	x3 101		5T 7-12 x4 32

Soviet Force**ELEMENTS OF 74TH GUARDS TANK REGIMENT, SEASONED [4,085]****TANK COMPANY (+): SEASONED, EXCELLENT, 28, CP-17 [4,085]**

 T-72BA Sw-2A 130 	 2S1 Sw-16A 250 	 T-72BA Sw-2A 130 	 T-72BA Sw-2A 130 	 T-72BA Sw-2A 130 
CHQ 6T 8-13 x1 331	6TA 8-13 x3 80	6T 8-13 x3 221	6T 8-13 x3 221	6T 8-13 x3 221

 T-72BA Sw-2A 130 	 10 Saxhorn MR	 10 RPG-22 MR	 10 RPG-22 HMR	 BMP-2 Sw-4B 150 
6T 8-13 x3 221	RPG-22 x1 89	RPG-22 x1 49	RPG-22 x1 53	7TA 9-14 x3 80

 10 Saxhorn MR	 10 RPG-22 MR	 10 RPG-22 HMR	 BMP-2 Sw-4B 150 
RPG-22 x1 89	RPG-22 x1 49	RPG-22 x1 53	7TA 9-14 x3 80

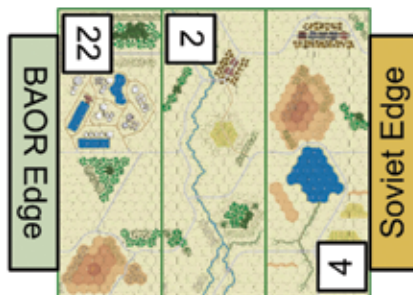
Scenario 24**Resource Management: Eastern FRG, 28 September 1987****Situation**

When waging war, whether on offense or defense, the importance to ensure resource availability and maintain production, storage and coordination facilities is clearly understood. These objectives must be denied to the opposition. The use of frontline units is the only choice; reserve or territorial forces are not a consideration.

The British 3rd Armoured Division's 4th Armoured Brigade has the unenviable task of securing the petroleum tank farm, code name Dragon-22. The Soviet 153rd Tank Regiment is advancing to secure the facility.

Map

Utilize maps 2, 4 & 22

**SPECIAL CONDITIONS**

When determining the Initiative, the BAOR Force applies a +20 DRM. The Soviet Forces applies a +20 DRM just in those cases where it won the Initiative the previous turn, otherwise, it applies no Force Grade modifier.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The half-hexes along both long outer edges of the mapboard are impassable.

The Stream on Map 2 is impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

The Bridges on Maps 2 and 4 may be destroyed by GP Fire (6.5.4.2.5); they have a GP Defense of 6.

The AVLB Rules (7.49) are in effect. Its bridge may be destroyed (see above); its GP Defense is 6.

A destroyed storage tank hex is automatically On Fire.

The BAOR Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. One FASCAM and two ICM fire missions are available.

The Soviet Force may plot 2 Pre-Registered Points for its Organic Medium Battery.

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Force sets up first anywhere on maps 2, 4 and/or 22 at least 5 hexes from the Soviet edge..
	The objective, Dragon-22, is under BAOR control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Force enters the mapboard on Turn 1 anywhere along the Soviet edge. Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	20 turns
2,150 VPs	To the force that controls Dragon-22. To control the tank farm, a force must occupy or be the last to occupy hex 22K7 (or remaining rubble hex; if is on fire, a force must occupy an adjacent hex) for a full turn at the same time all hexes within hex columns 22H through and including 22P, excluding the Water hexes, are free of opposing <i>combat</i> units. If more than 6 storage tanks are destroyed, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
360 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

Both Forces may use Planned Artillery Fire for their Organic Batteries.

If special ammo types are available, utilize Ammo Limits.

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

If the Command Span Rules (7.43) are in effect, the BAOR CHQ has a Command Span of 9 hexes. The Soviet Tank Company CHQ has a Command Span of 9 hexes; the Motor Rifle Company CHQ 8 hexes..

The BAOR Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

BAOR Force**ELEMENTS OF 3RD ARMOURED DIVISION, VETERAN [3,037]**

x1
83

**MECH INFANTRY COMPANY (+): VETERAN, EXCELLENT, 28, CP-17 [2,954]**

LAW

x1
63



x1
31



x1
26



x3
32



x3
294



x3
294



x1
56



x3
101



x4
32



x1
56



x3
101



x4
32



Soviet Force

ELEMENTS OF 153RD TANK REGIMENT, SEASONED [4,147]



x1
54

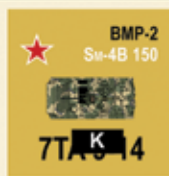
TANK COMPANY (+): SEASONED, EXCELLENT, 18, CP-11 [2,418]



x1
276



x1
27



x1
80



x1
76



x3
184



x3
184



x3
184



x3
49

RPG-22



x3
52

MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 21, CP-13 [1,657]



x1
66



x1
79

RPG-22



x1
52



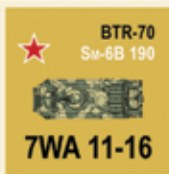
x1
89

Saxhorn
RPG-22



x2
53

RPG-22



x3
52



x1
89

Saxhorn
RPG-22

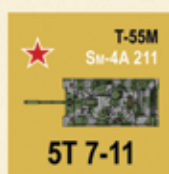


x2
53

RPG-22



x3
52



x4
161



x3
44

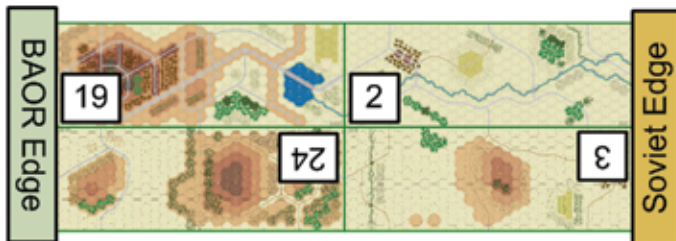
Scenario 25**Operation Market: Eastern FRG, 29 September 1987****Situation**

In continuous action since the start of hostilities, the British 1st Armoured Division's 7th Armoured Brigade, the "Desert Rats," is ordered to stand its ground at Hill Δ19.29. The hill and the village of Mike-19 sit astride a road route critical to supply and force movement.

Two regiments of the Soviet 207th Motor Rifle Division are advancing on the British position. It is just a matter of when and where the Soviets will make contact.

Scenarios 25 and 27 are complementary actions.

Map Utilize maps 2, 3, 19 & 24

**SPECIAL CONDITIONS**

When determining the Initiative, the BAOR Force applies a +20 DRM.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The Stream is passable throughout its length.

The Soviet Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. Two each CLGP and ICM fire missions are available.

The Soviet Force may use Planned Artillery Fire for its Organic Heavy Battery.

If special ammo types are available, utilize Ammo Limits.

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

If the Command Span Rules (7.43) are in effect, the BAOR Mech Infantry CHQ has a Command Span of 9 hexes; the Armoured Squadron CHQ 10 hexes. The Soviet CHQ has a Command Span of 7 hexes.

The BAOR Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Holding Force sets up first anywhere on maps 2, 3, 19 and/or 24 at least 5 hexes from the Soviet edge.
	The objective hill is under BAOR control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Force enters the mapboard on Turn 1 anywhere along the Soviet edge. Units are eligible for the Road/Path movement bonus.
BAOR ...	Relief Force has the potential of arriving starting on Turn 6 based on the arrival table. Before the Initiative Phase of Turn 6, and each turn thereafter as necessary, the BAOR Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or any turn thereafter.
	A second roll (100) is required to determine where the Relief ground Force enters. It must enter on the indicated Entry hex or adjacent to that hex. If entering on the Entry hex, Units are eligible for the Road/Path movement bonus.

VICTORY CONDITIONS

Length	20 turns
2,415 VPs	To the force that controls Hill Δ19.29. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hexes 19F5, 19F6, 19G4, 19G5 and 19I6. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential BAOR VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
480 VPs	Required victory margin.

BAOR Force**ELEMENTS OF 1ST ARMoured DIVISION, VETERAN [5,528]****MECHANIZED INFANTRY COMPANY (-): VETERAN, EXCELLENT, 26, CP-16 [2,141]**

 29 CHQ MI x1 63	 55 LAW x1 31	 WARRIOR Bw-6A 325 7T 10-16 x2 96	 29 Milan x3 91	 FV432 Bw-2A 200 5T 7-12 x3 32
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 29 MI x1 56	 29 L9A1 LAW x3 101	 29 HMI Gustav LAW 7T 10-16 x4 96	 29 MI x1 56	 29 HMI Gustav LAW 7T 10-16 x3 101	 WARRIOR Bw-6A 325 7T 10-16 x4 96
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RELIEF FORCE**ARMoured SQUADRON (-): VETERAN, EXCELLENT, 17 OR 15, CP-10 OR 9 [3,387]**

 29 MI x1 96	 29 MI Gustav LAW x1 51	 LYNX AH.1 Bw-10A 400 22 Low x2 146
--------------------------	---	---

or

 TORNADO GR.1 Bw-6A 275 Add Loadout x1 147
--

Selected upon arrival, the Relief Force includes the Tornado Gr.1 or the helicopter assets. The helicopter assets may enter the mapboard along any outer edge of maps 19 and/or 24.

 CHALLENGER 1 Bw-1B 260 CHQ 6T 8-12 x1 441	 CHALLENGER 1 Bw-1B 260 6T 8-12 x3 294	 CHALLENGER 1 Bw-1B 260 6T 8-12 x3 294
--	---	---

 29 MI x1 56	 29 HMI L9A1 LAW x3 101	 29 Gustav LAW 7T 10-16 x4 96	 WARRIOR Bw-6A 325 7T 10-16 x4 96
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Relief Force Arrival

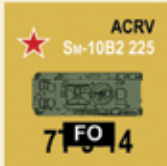
Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-830	19Q0	01-10
8-9	01-20	-550	19F1	11-30
10-11	01-40	No adjustment	19A5	31-50
12-13	01-60	+550	24GG5	51-70
14-15	01-80	+830	24BB1	71-90
16	01-00	+1,100	24Q0	91-00

Soviet Force**ELEMENTS OF 16TH GUARDS TANK REGIMENT, SEASONED [4,131]**

x1
83

TANK COMPANY (+): SEASONED, EXCELLENT, 26, CP-16 [4,048]

x1
331



x1
48



x1
79



x3
221



x3
221



x3
221



x3
221



x1
89



x1
49



x1
53



x3
80



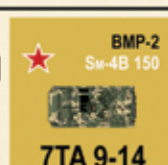
x1
89



x1
49



x1
53



x3
80



Scenario 26**Power Strike: Eastern FRG, 1 October 1987****Situation**

Maintaining civilian infrastructure is critical to any war plan. National capabilities, once hostilities conclude, are important no matter which side prevails. Returning to prewar footing must be the focus.

This fact is not lost on the the British or the Soviets, for that matter. Raptor-20 is identified as one such objective. Both sides commit veteran forces with the British 6th Armoured Brigade defending and the Soviet 2nd Unified Corps advancing on the facility.

Map Utilize maps 5, 9, 20, & 23

**SPECIAL CONDITIONS**

When determining the Initiative, both Forces apply a +20 DRM.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The half-hexes along both long outer edges of the mapboard are impassable.

The Stream on Map 9 is passable throughout its length.

The Streams on Maps 5 and 23 are impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

The Bridges on Maps 5, 9 and 23 may be destroyed by GP Fire (6.5.4.2.5). BAOR and Soviet engineers may directly attack the Bridges (7.19). They have a GP Defense of 6.

If special ammo types are available, utilize Ammo Limits.

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

If the Command Span Rules (7.43) are in effect, the BAOR Armoured Squadron CHQs have a Command Span of 10 hexes; the Mech Infantry CHQ 9 hexes. The Soviet CHQ has a Command Span of 7 hexes.

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Holding Force sets up first anywhere on maps 5, 20, and/or 23.
	The objective, Raptor-20, is under BAOR control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Ground Force enters the mapboard on Turn 1 anywhere along the Soviet edge. Units are eligible for the Road/Path movement bonus.
	Helicopter Force enters the mapboard on turn 1 anywhere along any outer edge of map 9.
BAOR ...	Relief Force has the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of Turn 8, and each turn thereafter as necessary, the BAOR Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phase of that turn or any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex or adjacent to that hex. If entering on the Entry hex, Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	20 turns
3,000 VPs	To the force that controls Raptor-20. To control the power grid station, a force must occupy or be the last to occupy hex 20K3 (or remaining rubble hex); if is on fire, a force must occupy an adjacent hex) for a full turn at the same time all hexes within hex columns 20F through and including 20P are free of opposing ground units.
VP Adjustment	Potential BAOR VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
505 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

BAOR Force**ELEMENTS OF 3RD ARMoured DIVISION, VETERAN [5,276]****HOLDING FORCE****MECHANIZED INFANTRY COMPANY (+): VETERAN, EXCELLENT, 28, CP-17 [2,143]**

 CHQ MI x1 63	 LAW x1 31	 FV432 BM-2A 200 5T 7-12 x2 32	 FERRET Mk.4 BM-5A 280 Recon 9W 14-21 x1 52	 CHALLENGER 1 BM-1B 260 6T 8-12 x3 294
 L9A1 LAW x1 56	 HMI x3 101	 FV432 BM-2A 200 5T 7-12 x4 32	 Engineer LAW x2 63	 FV432 BM-2A 200 5T 7-12 x2 32
 Milan x2 91	 FV432 BM-2A 200 5T 7-12 x2 32	 Javelin x2 32	 SPARTAN BM-3B1 290 9T 10-16 +10 x2 32	

RELIEF FORCE**ARMoured SQUADRON (-): VETERAN, EXCELLENT, 16, CP-10 [3,133]**

 CHALLENGER 1 BM-1B 260 CHQ 6T 8-12 x2 441	 CHALLENGER 1 BM-1B 260 6T 8-12 x3 294	 CHALLENGER 1 BM-1B 260 6T 8-12 x3 294
 L9A1 LAW x1 56	 HMI x3 101	 FV432 BM-2A 200 5T 7-12 x4 32

Relief Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-790	20FF6	01-10
10-11	01-40	-525	23FF6	11-26
12-13	01-60	No adjustment	23BB1	27-42
14-15	01-80	+525	23Q0	43-58
16+	01-00	+790	23F1	59-74
			23B5	75-90
			20B5	91-00

Soviet Force

ELEMENTS OF 5TH COMBINED ARMS BRIGADE, VETERAN [4,835]

TANK COMPANY (+): VETERAN, EXCELLENT, 29(27), CP-17 [4,835]



x1
224



x2
106

RPG-22



x2
63

RPG-22



x2
72

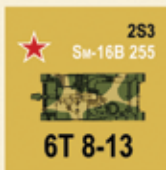
Engineer
RPG-22



x2
146



x1
442



x2
108



x1
60



x1
73

Recon



x1
150

RPG-7V/D



x2
58

RPG-22



x3
124



x3
295



x3
295



x1
150

RPG-7V/D



x2
58

RPG-22



x3
124



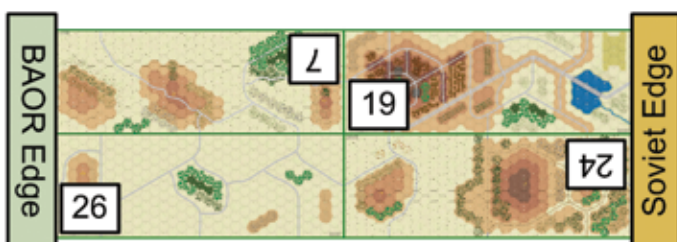
Scenario 27**Operation Garden: Eastern FRG, 1 October 1987****Situation**

Now on the defensive at Hill Δ19.29, the Soviet 41st Motor Rifle Regiment has relieved its battered sister regiment. Advancing on the prepared position, the British 22nd Armoured Brigade plus elements from 1st Armoured Division's Armoured Reconnaissance Regiment, the 1st The Queen's Dragoon Guards, look to wrest control of the position from the Soviets.

Scenarios 27 and 25 are complementary actions.

Map

Utilize maps 7, 19, 24 & 26

**SPECIAL CONDITIONS**

When determining the Initiative, the BAOR Force applies a +20 DRM. The Soviet Forces applies a +20 DRM just in those cases where it won the Initiative the previous turn, otherwise, it applies no Force Grade modifier.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The Stream is passable throughout its length.

The BAOR Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. Two ICM fire missions are available.

The Soviet Force may plot 2 Pre-Registered Points for its Attached Medium Battery.

If special ammo types are available, utilize Ammo Limits.

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

Only the Soviet Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit Markers may deploy.

If the Command Span Rules (7.43) are in effect, the BAOR Mech Infantry CHQ has a Command Span of 9 hexes; the Armoured Squadron CHQs 10 hexes. The Soviet CHQs have a Command Span of 9 hexes.

The BAOR Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

SETUP

Conditions	Normal visibility. No adverse terrain.
Soviet ...	Force places 4 Ditch and 2 Improved Position counters in any legal hexes on the mapboard.
	Force sets up first anywhere on maps 7, 19, 24 and/or 26 at least 5 hexes from the BAOR edge.
	The objective hill is under Soviet control at the start of the scenario whether occupied or unoccupied.
BAOR ...	Force enters the mapboard on Turn 1 with one company and on Turn 2 with the the remaining company anywhere along the BAOR edge. Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	25 turns
2,160 VPs	To the force that controls Hill Δ19.29. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hexes 19F5, 19F6, 19G4, 19G5 and 19I6. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
430 VPs	Required victory margin.



BAOR Force**ELEMENTS OF 1ST ARMoured DIVISION, VETERAN [4,956]**

x1
83

**ARMoured SQUADRON (+): VETERAN, EXCELLENT, 22(20), CP-13 [2,903]**

x2
300



x1
52



x3
200



x3
200



x3
200



x1
56



x3
101



x4
32



x2
132

MECHANIZED INFANTRY COMPANY (+): VETERAN, EXCELLENT, 27, CP-16 [1,970]

x1
63



x1
31



x1
26



x3
32



x3
200



x2
90



x1
56



x3
101



x4
32



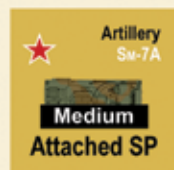
x1
56



x3
101



x4
32

Soviet Force**ELEMENTS OF 41ST MOTOR RIFLE REGIMENT, SEASONED [3,725]****MOTOR RIFLE COMPANY (-): SEASONED, EXCELLENT, 18, CP-11 [1,576]**

x1
81



x1
79

RPG-22



7WA 11-16

x1
52



7T 9-14

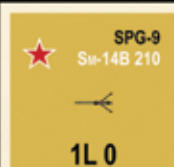
x4
184



Sagger
8WA 11-20-5

x3
39

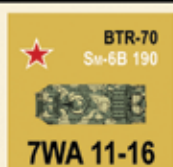
x2
50



x1
44



x1
64



x1
52



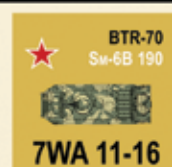
x1
89

Saxhorn
RPG-22

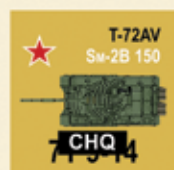


x2
53

RPG-22



x3
52

TANK COMPANY (MIXED): SEASONED, EXCELLENT, 15, CP-9 [2,099]

x1
276



x4
184



x4
184



x1
89

Saxhorn
RPG-22



x2
53

RPG-22



x3
52



Scenario 28**Long Run: Eastern FRG, 2 October 1987****Situation**

Now five days into the war, both combatants are finding very fluid conditions. Opportunities are now open to reposition forces for maximum advantage. Not surprisingly, both have identified the village of Oscar-25 as one such opportunity.

4th Armoured Division's 20th Armoured Brigade is on a collision course with the 79th Guards Tank Regiment to secure the position.

Map

Utilize maps 1, 3, 21, 24 & 25

**SPECIAL CONDITIONS**

When determining the Initiative, each Force applies a +10 DRM just in those cases where it won the Initiative the previous turn, otherwise, no Force Grade modifier.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The BAOR Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. One FASCAM and three ICM fire missions are available.

The Soviet Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. One CLGP, one FASCAM, and two ICM fire missions are available.

The Blocks and the Bridges on Map 3 may be destroyed by GP Fire (6.5.4.2.5); Blocks have a GP Defense of 7, the Bridges 5.

Both Forces may use Planned Artillery Fire for their Organic Heavy Batteries.

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 6 Hidden Unit Markers.

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Force first places 2 Block counters in any legal hexes on the mapboard at least 5 hexes from the Soviet edge.
Soviet ...	Force then places 2 Block counters in any legal hexes on the mapboard at least 5 hexes from the BAOR edge.
Both ...	Forces enter the mapboard on Turn 1 anywhere along their respective edges. Units are eligible for the Road/Path movement bonus. Neither force controls the building hexes in Oscar-25 at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
1,800 VPs	To the force that controls Oscar-25. To control Oscar-25, a force must occupy or be the last to occupy at least 9 of the 13 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
450 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.43) are in effect, BAOR Armoured Squadron CHQs have a Command Span of 10 hexes; the Mech Infantry CHQ 8 hexes. The Soviet CHQs have a Command Span of 8 hexes.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR



BAOR Force**ELEMENTS OF 4TH ARMOURED DIVISION, SEASONED [4,488]**

x1
83



x2
15

**ARMOURED SQUADRON (+): SEASONED, EXCELLENT, 23(21), CP-14 [2,673]**

x2
250



x1
22



x1
27



x3
167



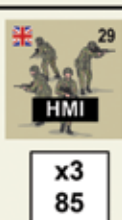
x3
167



x3
167



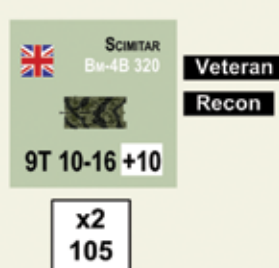
x1
48



x3
85



x4
27



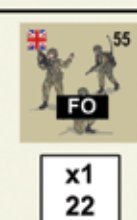
x2
105

MECHANIZED INFANTRY COMPANY (+): SEASONED, EXCELLENT, 27, CP-16 [1,702]

x1
54



x1
26



x1
22



x3
27



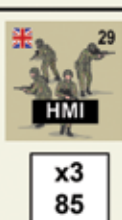
x3
167



x2
98



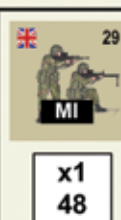
x1
48



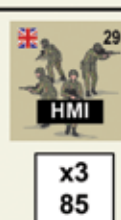
x3
85



x4
27



x1
48



x3
85



x4
27

Soviet Force

ELEMENTS OF 79TH GUARDS TANK REGIMENT, SEASONED [4,480]



x1
83



x2
15

TANK COMPANY (+): SEASONED, EXCELLENT, 18, CP-11 [2,578]



x1
307



x1
27



x1
52



x3
205



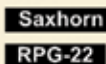
x3
205



x3
205



x1
93



x2
49

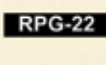


x3
52

MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 21, CP-13 [1,789]



x1
79



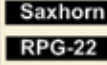
x1
52



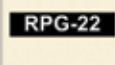
x1
48



x1
89



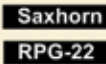
x2
53



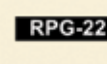
x3
52



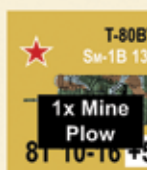
x1
89



x2
53



x3
52



x4
205



x2
44

Scenario 29**Brush-off: Eastern FRG, 28 September 1987****Situation**

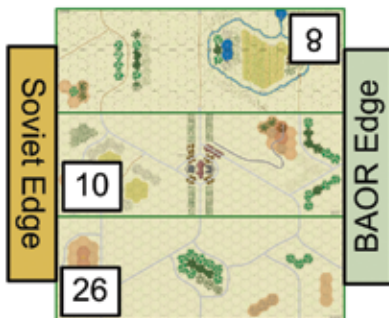
Hoping to capitalize on a perceived crack in the British defenses, the Soviet Front commander orders reserve forces to push into the gap. In the predawn hours, the 2nd Unified Corps moves forward. Its 6th Combined Arms Brigade runs smack into the 33rd Armoured Brigade.

The 3rd Armoured Division has been fighting a delaying action across a broad front. Although the follow-on terrain seems to favor the defenders, the Soviets are determined to break through.

Scenarios 29 and 30 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 30.

Map

Utilize maps 8, 10 & 26

**SPECIAL CONDITIONS**

When determining the Initiative, both Forces apply a +20 DRM. Each Force also applies a +10 DRM just in those cases where it won the Initiative the previous turn

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

The Soviet Force may plot 2 Pre-Registered Points each for its Organic Medium and Heavy Batteries. One CLGP, one FASCAM, and two ICM fire missions are available.

The Soviet Force may use Planned Artillery Fire for its Organic Batteries.

If special ammo types are available, utilize Ammo Limits.

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

The Soviet battalion-level BHQ and ACRV FO each automatically receives a unique command. They are not considered part of the Tank or the Motor Rifle Companies. They are not counted as losses for reaching either company's Cohesion Point.

SETUP

Conditions	Limited visibility conditions in effect; apply turn based Spotting modifiers (see table). No adverse terrain.
BAOR ...	Force sets up first anywhere on maps 8, 10 and/or 26 at least 5 hexes from the Soviet edge. 1 or 2 vehicles may setup in a found Hull Down Position.
Soviet ...	Force enters the mapboard on Turn 1 or any later turn anywhere along the Soviet edge. Units are eligible for the Road/Path movement bonus.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To the BAOR Force for each operational Soviet <i>combat</i> unit that fails to exit from the BAOR Edge.
Unit VPs	To the BAOR Force for the first 8 units that exit from the BAOR Edge.
Unit VPs	To the Soviet Force for up to the first 24 <i>combat</i> units that exit from the BAOR Edge.
Unit VPs	For elimination, knock out or brew up.
610 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

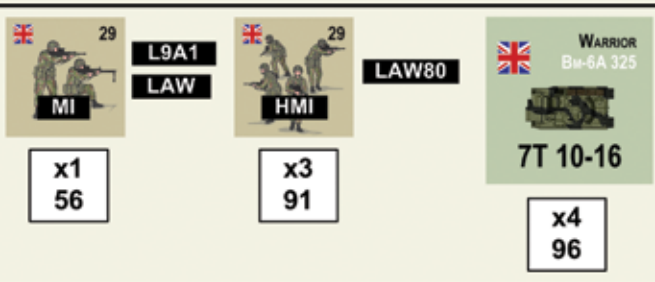
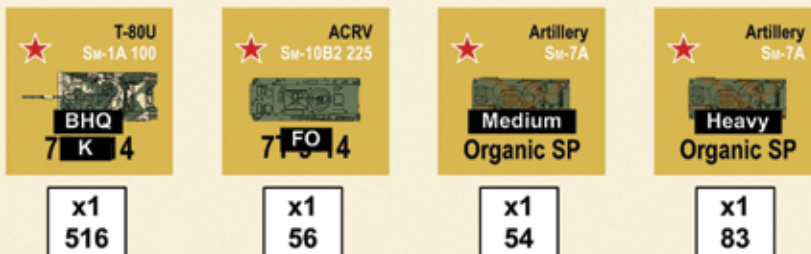
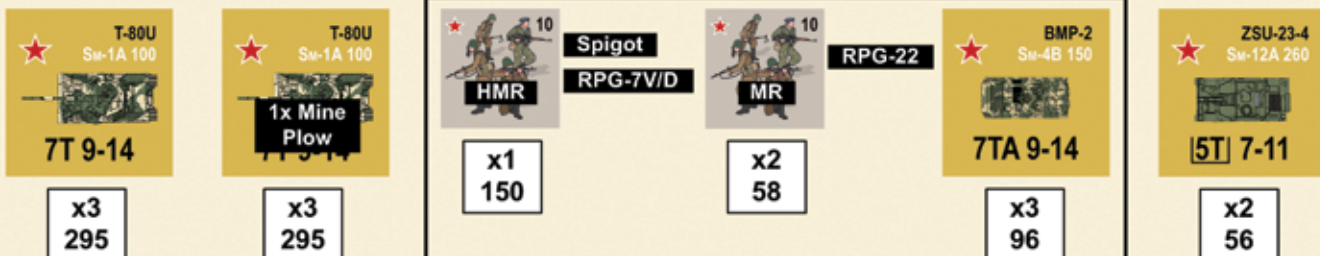
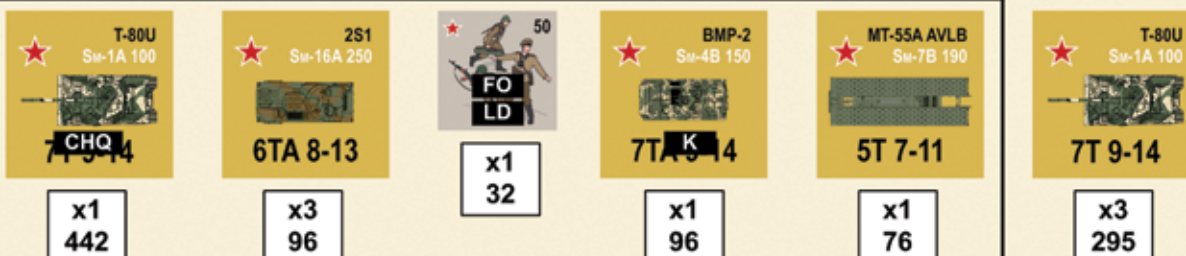
If the Command Span Rules (7.43) are in effect, the BAOR CHQs have a Command Span of 10 hexes. The Soviet CHQs have a Command Span of 8 hexes. The Soviet BHQ has a Command Span of 10 hexes from the Soviet edge, until it enters the mapboard. Once it enters the mapboard, its Command Span is 20 hexes,

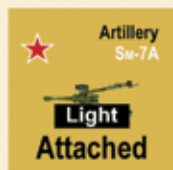
The BAOR Force may exit up to 8 units from the BAOR edge. These units serve as part of the BAOR Holding Force in Scenario 30. Any units beyond the first 8 are not included.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR



BAOR Force**ELEMENTS OF 3RD ARMoured DIVISION, VETERAN [4,475]****ARMoured SQUADRON (MIXED): VETERAN, EXCELLENT, 21, CP-13 [4,475]****Soviet Force****ELEMENTS OF 6TH COMBINED ARMS BRIGADE, VETERAN [7,699]****TANK COMPANY (+): VETERAN, EXCELLENT, 23, CP-14 [4,232]**

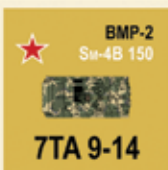
MOTOR RIFLE COMPANY (+): VETERAN, EXCELLENT, 22, CP-13 [2,758]


x1
66

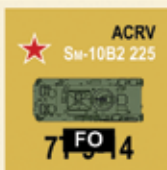


x1
94

RPG-22



x1
96



x1
56



x2
31

Grouse



x1
96



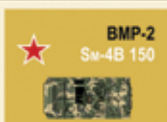
x1
150

Spigot
RPG-7V/D

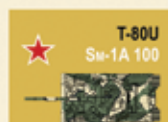


x2
58

RPG-22



x3
96



x4
295

Limited Spotting

Turn	Mod
1-3	-2
3-6	-1
7+	0

For each turn, the listed value is the Spotting Modifier.



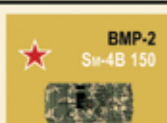
x1
150

Spigot
RPG-7V/D



x2
58

RPG-22



x3
96



Scenario 30**Many Bridges to Cross: Eastern FRG, 29 September 1987****Situation**

Scenario 30 continues the action between the Soviet 6th Combined Arms Brigade and the British 33rd Armoured Brigade.

After breaking through the initial line of defense, the Soviets clash with elements from 3rd Armoured Division's reconnaissance regiment, the 16th/5th Queen's Royal Lancers, and reinforcements from 33rd Armoured Brigade.

Scenarios 29 and 30 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 30.

Map Utilize maps 2, 5, 23 & 26

**SPECIAL CONDITIONS**

When determining the Initiative, both Forces apply a +20 DRM.

The Staggered Initiative Rules (7.5) may be employed on a company-level basis.

All Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

The half-hexes along both long outer edges of the mapboard are impassable.

The Streams on Map 2, 5 and 23 are impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

The Bridges on Maps 2, 5 and 23 may be destroyed by GP Fire (6.5.4.2.5). BAOR engineers may directly attack the Bridges (7.19). They have a GP Defense of 6.

The AVLBR Rules (7.49) are in effect. Its bridge may be destroyed (see above); its GP Defense is 6.

The BAOR Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. One FASCAM and two ICM fire missions are available.

The Soviet Force may plot 2 Pre-Registered Points each for its Organic Medium and Heavy Batteries. One each CLGP and ICM fire missions are available.

Both Forces may use Planned Artillery Fire for their Organic Batteries.

If special ammo types are available, utilize Ammo Limits. The BAOR helicopters must utilize ammo limits.

SETUP

Conditions	Normal visibility. No adverse terrain.
BAOR ...	Holding Force sets up first anywhere on maps 2, 5 and/or 23.
	Exited units from Scenario 29, if any, enter the mapboard on Turn 0 (before any Turn 1 units) anywhere along the Soviet edge. Units are eligible for the Road movement bonus.
	All objective building hexes in Charlie-5 are under BAOR control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Force enters the mapboard on Turn 1 or any later turn anywhere along the Soviet edge. Units are eligible for the Road movement bonus.
BAOR ...	Relief Force has the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of Turn 8, and each turn thereafter as necessary, the BAOR Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Force may move on during the Movement Phases of that turn or any turn thereafter.
	A second roll (100) is required to determine where the Relief Force enters. It must enter on the indicated Entry hex or adjacent to that hex. If entering on the Entry hex, units may do so at the Road movement rate.

VICTORY CONDITIONS

Length	25 turns
3,800 VPs	To the force that controls Charlie-5. To control Charlie-5, a force must occupy or be the last to occupy at least 15 of the 23 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential BAOR VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
750 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

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

Only the BAOR Force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy.

The Soviet BHQ and ACRV FO each automatically receives a unique command. They are not considered part of the Tank or the Motor Rifle Companies. They are not counted as losses for reaching either company's Cohesion Point.

If special ammo types are available, utilize Ammo Limits. The BAOR helicopters must utilize ammo limits.

Both Forces subject to Disrupted Communications (7.42) at the Moderate level.

If the Command Span Rules (7.43) are in effect, the BAOR CHQs have a Command Span of 10 hexes. The Soviet CHQs have a Command Span of 8 hexes. The Soviet BHQ has a Command Span of 10 hexes from the Soviet edge, until it enters the mapboard. Once it enters the mapboard, its Command Span is 20 hexes,

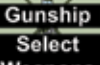
Both Forces may add Leaders (7.51) as desired.

Requires MBT & BAOR

BAOR Force

ELEMENTS OF 3RD ARMoured DIVISION, VETERAN [8,326]

HOLDING FORCE

 ARTILLERY Bw-7A  Heavy Organic SP	 LYNX AH.1 Bw-10A 400  Gunship Select Weapons	 GAZELLE AH.1 Bw-10B 410  FO
x1 83	x1 189	x1 244



MEDIUM RECONNAISSANCE SQUADRON (-): VETERAN, EXCELLENT, 22(10), CP-16 [2,323]

 MI 29 Gustav LAW	 MI 29 LAW	 LYNX AH.1 Bw-10A 400  FO	 SULTAN Bw-6B 360  CHQ	 FERRET Mk.4 Bw-5A 280  FO	 STRIKER Bw-3A 260  CHQ
x1 96	x1 51	x2 146	x1 42	x1 52	x2 90

 SCIMITAR Bw-4B 320  Recon	 MI 29 Recon LAW	 SPARTAN Bw-3B1 290  Recon	 MI 29 Engineer LAW	 FV432 Bw-2A 200  Recon
x4 105	x4 63	x4 58	x2 63	x2 32

RELIEF FORCE

ARMoured SQUADRON (MIXED): VETERAN, EXCELLENT, 19, CP-11 [4,271]

 CHQ 6T 8-12 x2 441	 6T 8-12 x3 294	 6T 8-12 x3 294	 6T 8-12 x3 294
--	--	--	--

 MI x1 56	 HMI x3 101	 Gustav LAW	 7T 10-16 x4 96
--	--	---	--

Relief Force Arrival				
Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-1,250	23B5	01-10
10-11	01-40	-830	5B6	11-26
12-13	01-60	No adjustment	5F1	27-42
14-15	01-80	+830	5Q0	43-58
16+	01-00	+1,250	5BB1	59-74
			5FF6	75-90
			23FF6	91-00

Use the units listed below only if this scenario is played as a stand-alone action. These are the BAOR units that successfully exited from Scenario 29. These units retain the force structure as described in Scenario 29.

ARMoured SQUADRON (MIXED): VETERAN, EXCELLENT, 5, CP-3 [1,216]

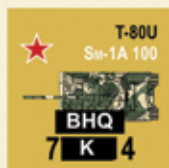
 CHQ 6T 8-12 x1 441	 6T 8-12 x2 294	 HMI x1 91	 7T 10-16 x1 96
--	--	---	--



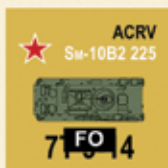
Soviet Force**ELEMENTS OF 6TH COMBINED ARMS BRIGADE, VETERAN [6,770]**

Utilize only those units that successfully exited the map from Scenario 29 and the Attached Light and two Organic SP batteries. The Heavy Battery has any remaining CLGP, FASCAM and ICM fire missions available. The Soviet Force retains the force structure as described in Scenario 29.

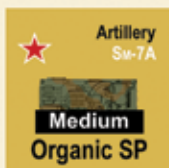
If this scenario is played as a stand-alone action, utilize the units below as the Soviet Force. Its makeup assumes the Soviets were victorious in Scenario 29.



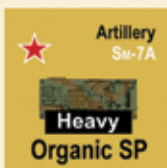
x1
516



x1
56



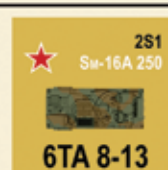
x1
54



x1
83

TANK COMPANY (+): VETERAN, EXCELLENT, 17, CP-10 [3,580]

x1
442



x2
96



x1
76



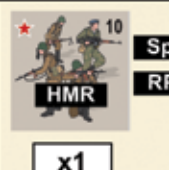
x2
295



x3
295



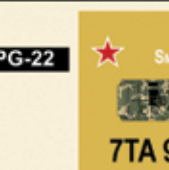
x3
295



x1
150



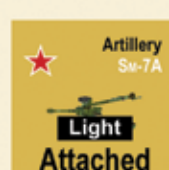
x1
58



x2
96



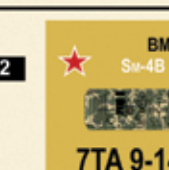
x2
56

MOTOR RIFLE COMPANY (+): VETERAN, EXCELLENT, 19, CP-11 [2,481]

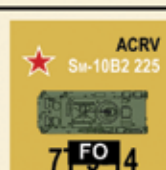
x1
66



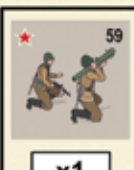
x1
94



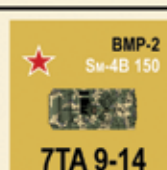
x1
96



x1
56



x1
31



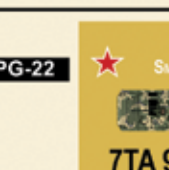
x1
96



x1
150



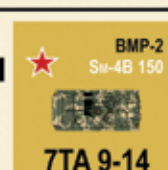
x2
58



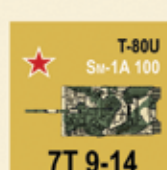
x3
96



x2
58



x2
96



x4
295