

FRG

PLAYBOOK



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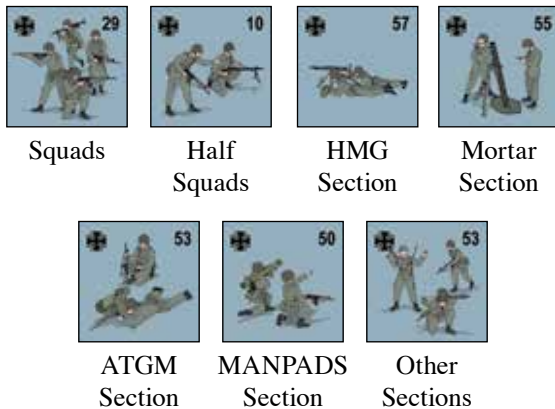
Introduction

Included in this expansion are the most significant West German units that were available in 1987. While ownership of *MBT* is required, *BAOR* 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 West German organizations (brigades, regiments, and battalions) are provided for reference and for use in constructing scenarios. These organizations contain the military formations fielded by FRG'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

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

Tracks



Track terrain represents the third tier of movement benefit after Roads and Paths. Hexes 11V4, 11V6, 13L6, 13W7, 15G9, and 15P2 are examples of Track terrain.

Vehicles do not possess a specific Track movement rate. Ve-

hicles moving on a Track ignore the actual terrain costs in a hex expending only 1 of their Movement Speed Allowance for each hex entered (2 for reverse moves). Unlike Roads and Paths, vehicles are not required to start their move on a Track hex or to follow the route described by the Track for their entire move, or ending their move on a Track, but must enter a track hex and exit a track hex from a Track hexside to benefit.

Vehicle moves along a route that combines Track with Path and/or Road movement, use the Track rate for the entire move.

Tracks may be designated as narrow (see 7.30 Narrow Roads & Paths).

Airfield



Twilight-14 is the code name for the airfield located on mapboard 14. It is typical of non-urban, metropolitan airfields used as remote, temporary support for high performance fixed-wing aircraft and helicopters.

It has two crossing runways, e.g., hex 14J4, with connecting taxiways, e.g., 14J5. Its main building is the control tower located in hex 14M6 with other support buildings, e.g., hangers, storage and maintenance, positioned around the airfield. The control tower hex is four stories high; the support building hexes are two stories high.

The wood buildings located along the road near the airfield, while not technically part of the airfield, are used for temporary housing and coordination when the airfield is in use for military operations. These building hexes are one story high.

Vehicle Movement

The runways and taxiways 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.

Destruction

Runways and taxiways are very difficult to damage to the point of putting them out of service. In game terms, the use of aircraft delivered anti-runway bombs is the only viable method.

The most notable weapon of this type is the French designed Durandal (named for a mythical French sword). In US service,

in a somewhat altered form, it is designated the BLU-107/B. Other nations have similar weapons and delivery systems: Soviet KMGU, FRG STABO, and the UK JP233.

Anti-runway bombs are a type of high-drag (low altitude) iron bomb. Runways and taxiways hexes are attacked as terrain (see 6.5.4.4.3 Leg, Towed & Terrain Suppression & Effective Results). Both have GP Defense of 3. If Destroyed. Place a RUB-BLE counter in the hex.

Arming & Refueling



Note that the following rules are not intended as a primer on aircraft operations and are therefore presented in a somewhat abstract form.

Scenarios may designate Twilight-14 for use as a arming and refueling (fixed-wing only) point for aircraft. Typically, damaged aircraft may not be repaired.

Land fixed-wing aircraft (exception to 6.7.2 Fixed-Wing Aircraft Movement – Flying) along either of the two runways. Land helicopters on any runway or taxiway hex.

To land, fixed-wing aircraft, must be at Slow Speed at Low Altitude. Technically, the UK's Harrier GR.3 (BAOR) may land like a helicopter, but it must then take off like a fixed-wing aircraft.

It takes three Air Phases to arm and refuel aircraft. For example, if one lands in the 2nd Air Phase of turn 10, it could again take off in the 2nd Air Phase of turn 11. There are adequate resources to manage any number of aircraft at the same time. Scenarios may allow for alternate weapon loads.

Once refueled, fixed-wing aircraft reset their Loiter period (see 6.7.2.1 Fixed-Wing Aircraft Appearance & Loitering). They must take off at Slow Speed at Low Altitude along either of the two runways.

If a runway has a destroyed hex or hexes, fixed-wing aircraft must use the alternate runway. If both runways are destroyed, fixed-wing aircraft may not land or take off. Helicopters may land in undestroyed runway or taxiway hexes.

Landed fixed-wing aircraft may be attacked in the same manner as landed helicopters (see 6.7.9.2 Direct Fire and Landed Helicopters). In this case, the maximum GP Defense for all fixed-wing aircraft is 4.

Supply Depot



Anvil-16 is the code name for the supply depot located on map-board 16. It is a typical staging area for POL (petrol, oil and lubricants), ammunition, rations, and other military stores. It could also represent a pre-positioned staging area for military vehicles and hardware.

The individual depot hexes, e.g., 16S5, 16U4, 16W8, are treated as Brick Buildings for all purposes. All hexes are two stories high.

Controlling Objectives

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

Twilight-14 (one-four)

Typically, to control the airfield, the control tower hex (14M6) 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 tower hex. Scenario 14 has Twilight-14 as its objective.

Anvil-16 (one-six)

Typically, to control the supply depot, all of the Level 1, 2 and 3 hexes making up Hill $\triangle$ 16.21 are completely free of opposing combat ground units (opposing aircraft do not exert control). Once this requirement is met, place the appropriate Control counter in any convenient hex on the hill. Scenario 16 has Anvil-16 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. Scenario 15 has a turn specific objective.

Counters

FRG 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



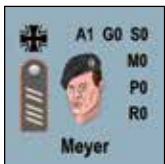
Includes counters to easily identify landed helicopters and helicopters flying in hover mode.

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 (FRG, 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.

FRG

- 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.

FRG Leaders

Weber	Corporal	Oberstabsgefreiter
Meyer	Corporal	Oberstabsgefreiter
Richter	Jr. Sergeant	Unteroffizier
Braun	Jr. Sergeant	Unteroffizier
Schwarz	Sergeant	Feldwebel
Zimmermann	Sergeant	Feldwebel
Neumann	Staff Sergeant	Oberfeldwebel
Hartmann	Staff Sergeant	Oberfeldwebel
Fischer	Sr. Sergeant	Hauptfeldwebel
Peters	Sr. Sergeant	Hauptfeldwebel
Hofmann	2nd Lieutenant	Leutnant
Krause	2nd Lieutenant	Leutnant
Lehmann	Lieutenant	Oberleutnant
Fuchs	Lieutenant	Oberleutnant
Wolff	Captain	Hauptmann
Vogel	Captain	Hauptmann
Keller	Major	Major
Berger	Major	Major
Roth	Lt. Colonel	Oberstleutnant
Beck	Lt. Colonel	Oberstleutnant

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 *FRG* includes the following:

- 1 Playbook
- 4 double-sided geomorphic maps #11–#18
- 11 Data Cards
- 3 Counter sheets
- 1 10-sided die

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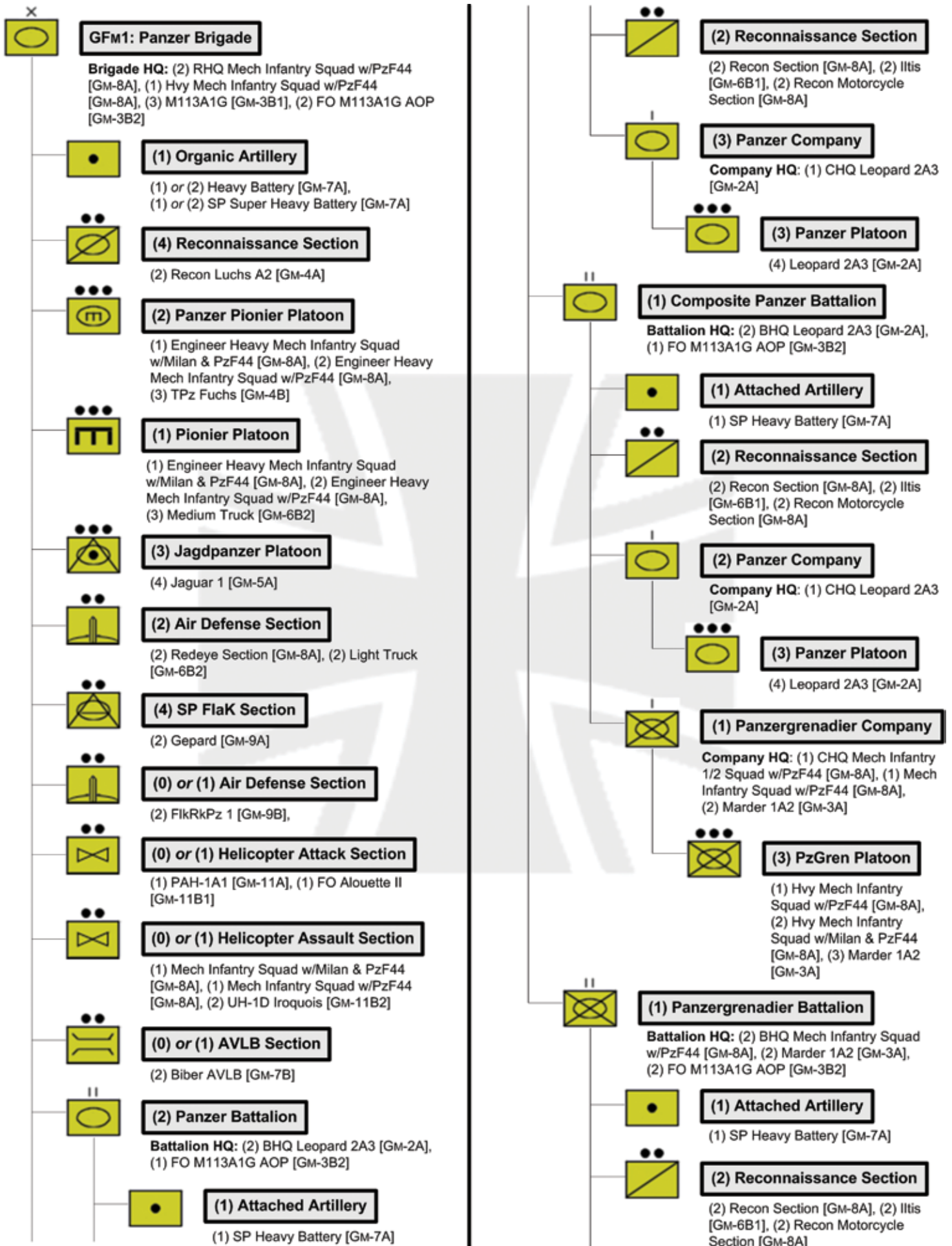
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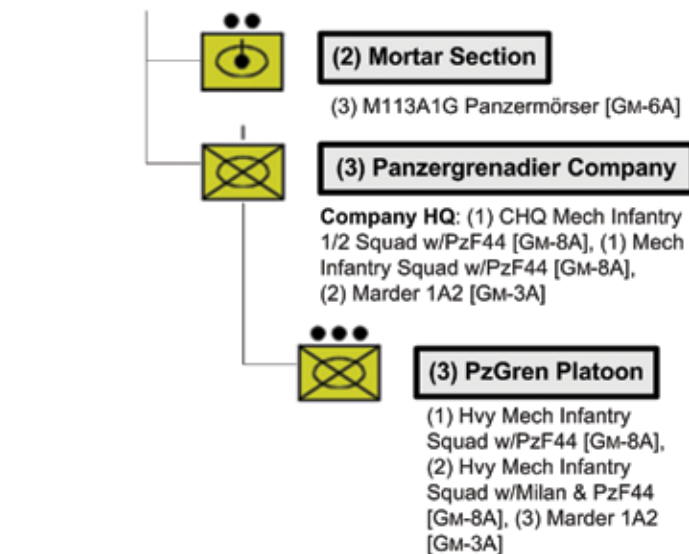
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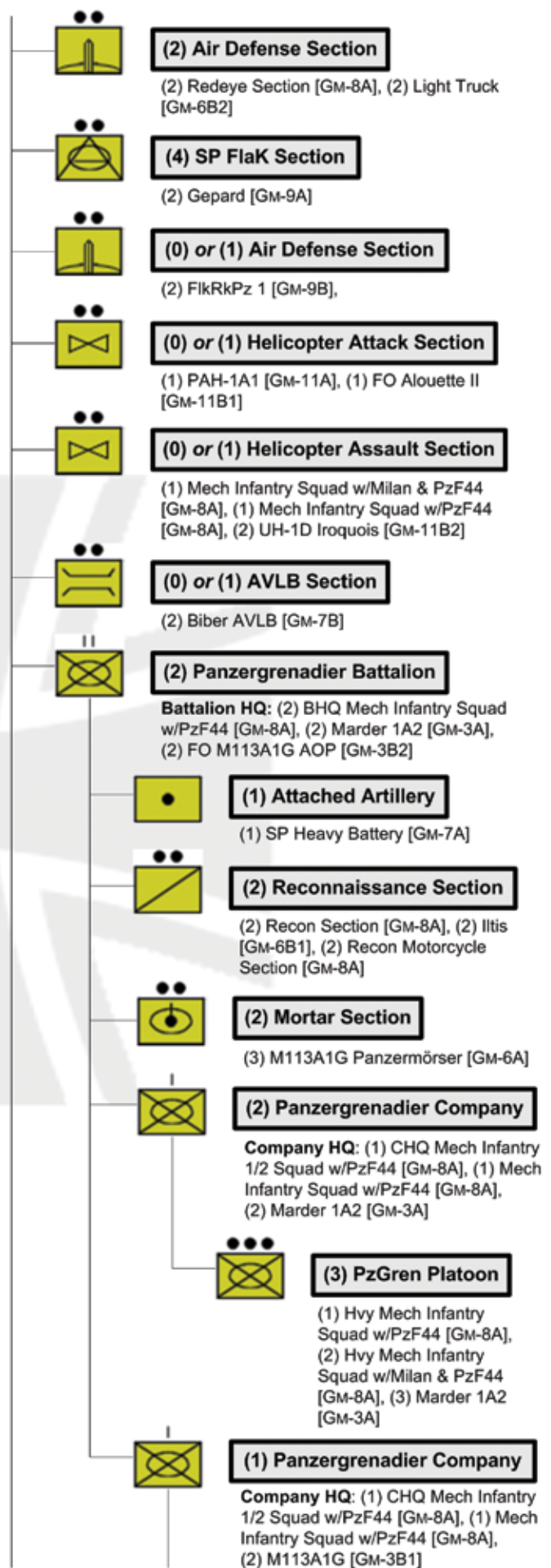
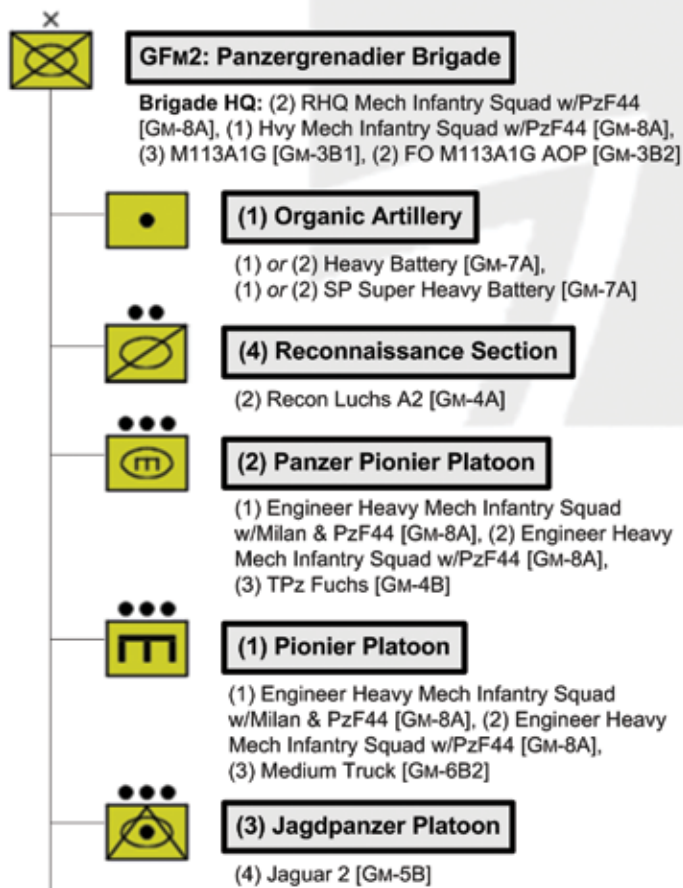
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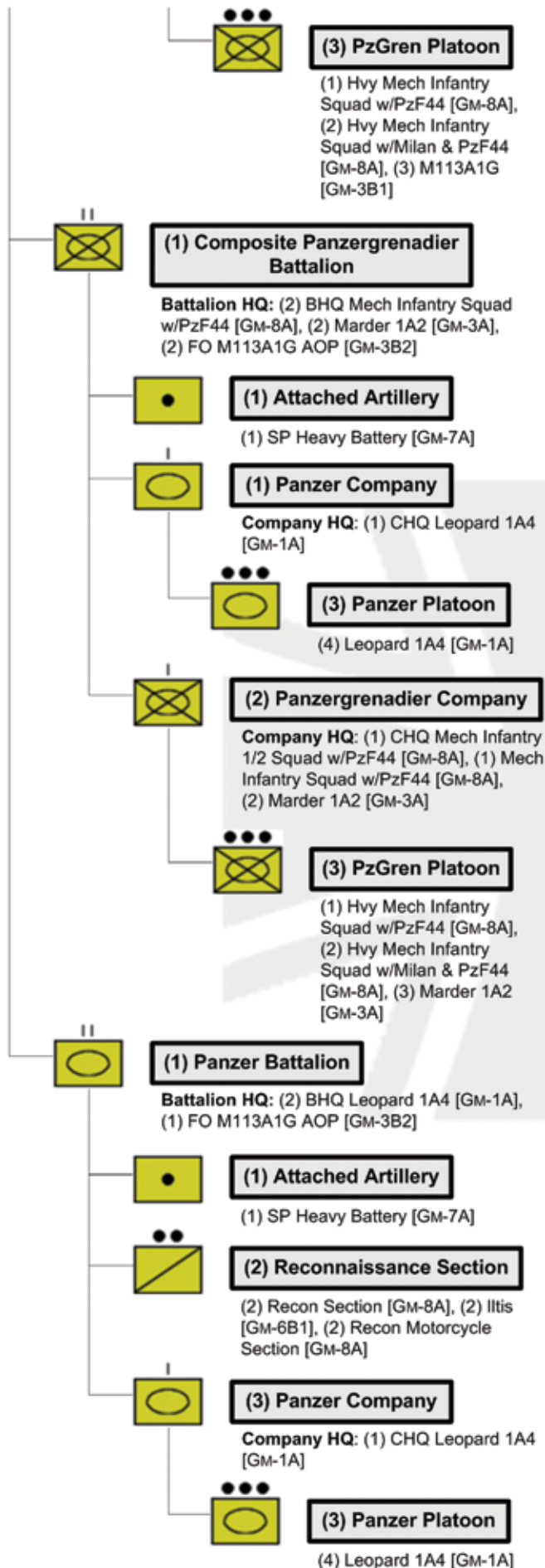
PRODUCERS: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch



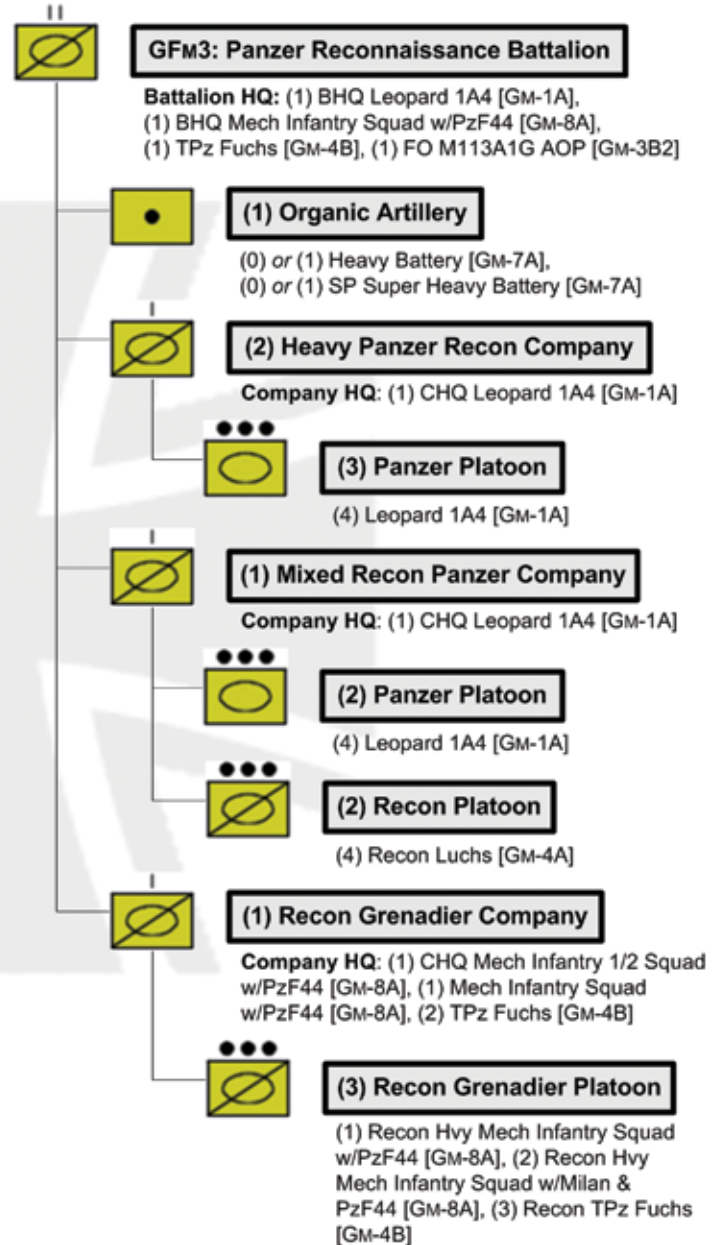
**Notes:**

- Panzer divisions field two panzer brigades. Panzergrenadier divisions field a single panzer brigade.
- The Leopard 2A4 [GM-2B] may substitute for the Leopard 2A3 [GM-2A] in limited numbers. Tank battalions field the same tank-type.
- Panzer brigades field the same model of tank throughout.
- The Brigade HQ M113A1G AOPs [GM-3B2] are typically allocated to the battalion HQs.
- Stinger-A [GM-8B] may substitute for Redeye [GM-8B] in limited numbers.
- The recon, pionier, jagdpanzer, air-defense, flak, and if attached, the Roland Air-Defense and helicopter sections are typically allocated to the four battalions.

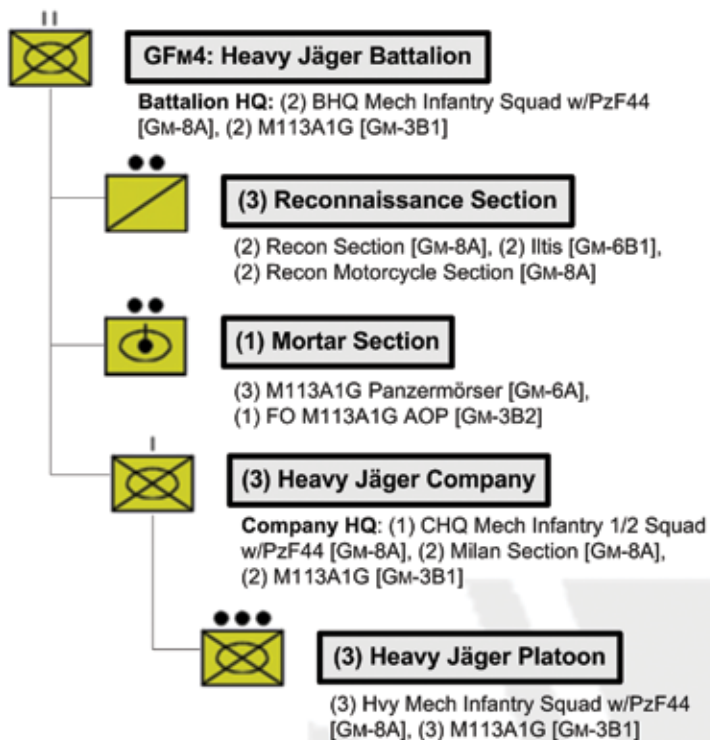


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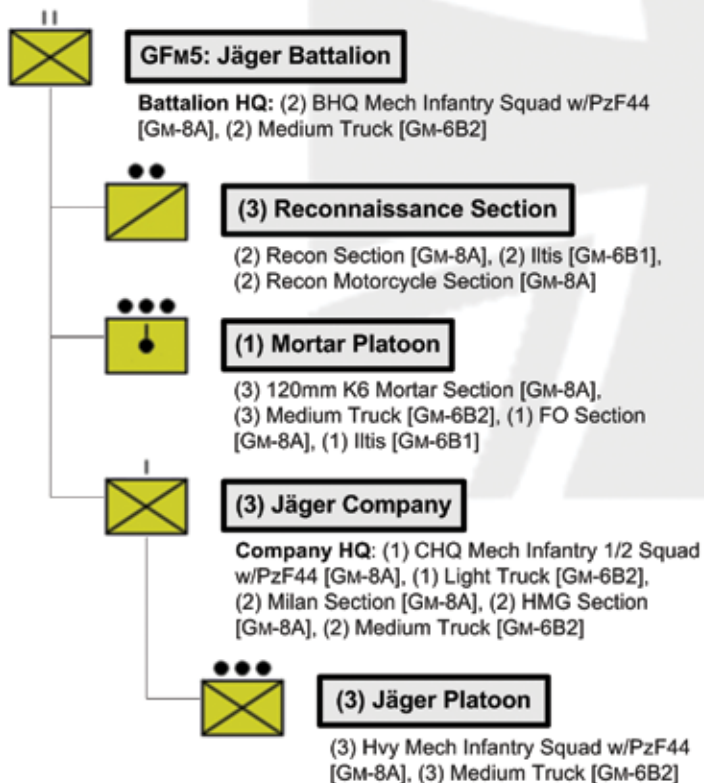
- Panzergrenadier divisions field two panzergrenadier brigades. Panzer divisions field a single panzergrenadier brigade.
- The Leopard 1A5 [GM-1B] may substitute for the Leopard 1A4 [GM-1A] in limited numbers.
- Panzergrenadier brigades field the same model of tank throughout.
- The Brigade HQ M113A1G AOPs [GM-3B2] are typically allocated to the battalion HQs.
- Stinger-A [GM-8B] may substitute for Redeye [GM-8B] in limited numbers.
- The recon, pionier, jagdpanzer, air-defense, flak, and if attached, the Roland Air-Defense and helicopter sections are typically allocated to the four battalions.

**Notes:**

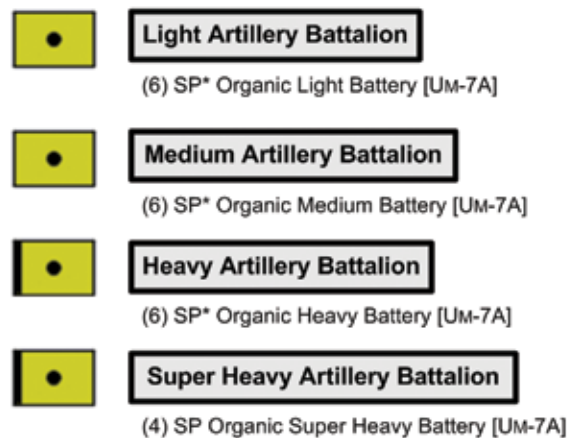
- Panzer and panzer grenadier divisions each field a single panzer reconnaissance battalion.
- The Leopard 1A5 [GM-1B] may substitute for the Leopard 1A4 [GM-1A] in limited numbers.

**Notes:**

- Panzer and panzer grenadier divisions each field a single heavy jäger battalion.

**Notes:**

- Panzer and panzer grenadier divisions each field a single jäger battalion.

**Notes:**

- All fielded as assets in panzer and panzer grenadier divisions. SP* (self-propelled) batteries also fielded as towed batteries.

FRG UNIT SUMMARY CHART							
Unit	Card	Elite	Veteran	Seasoned	Regulars	Green	Raw
Artillery, Counter Battery	GM-7A	---	---	50	---	---	---
Artillery, Light Battery	GM-7A	---	---	40	---	---	---
Artillery, Medium Battery	GM-7A	---	---	54	---	---	---
Artillery, Heavy Battery	GM-7A	---	---	83	---	---	---
Artillery, Super Heavy Battery	GM-7A	---	---	98	---	---	---
Biber AVLB	GM-7B	78	62	52	41	26	15
CSW, 120mm K6 Mortar	GM-8B	67	54	45	36	22	13
CSW, HMG	GM-8B	22	18	15	12	7	4
CSW, Milan ATGM	GM-8B	97	78	65	52	32	19
CSW, PZF-44 HHATW	GM-8B	49	39	33	26	16	9
CSW, Redeye MANPADS	GM-8B	18	14	12	9	6	3
CSW, Stinger-A MANPADS	GM-8B	24	19	16	12	8	4
Fixed-wing, Alpha Jet A	GM-10B	126	100	84	67	42	25
Fixed-wing, Tornado IDS	GM-10A	184	147	123	98	61	36
FlKRPz 1	GM-9B	61	49	41	32	20	12
Gepard	GM-9A	135	108	90	72	45	27
Helicopter, Alouette II	GM-11B1	70	56	47	37	23	14
Helicopter, PAH-1A1	GM-11A	265	212	177	141	88	53
Helicopter, UH-1D Iroquois	GM-11B2	123	98	82	65	41	24
Ilitis	GM-6B1	---	---	5	---	---	---
Leg, Heavy Mech Infantry Squad/Half-squad	GM-8A	45/33	36/26	30/22	24/17	15/11	9/6
Leg, Mech Infantry Squad/Half-squad	GM-8A	39/28	31/22	26/19	20/15	13/9	7/5
Leg, Section	GM-8A	16	13	11	8	5	3
Leopard 1A4	GM-1A	214	171	143	114	71	42
Leopard 1A5	GM-1B	255	204	170	136	85	51
Leopard 2A3	GM-2A	381	304	254	203	127	76
Leopard 2A4	GM-2B	397	318	265	212	132	79
M113A1G	GM-3B1	60	48	40	32	20	12
M113A1G AOP	GM-3B2	45	36	30	24	15	9
M113A1G Panzermörser	GM-6A	81	64	54	43	27	16
Marder 1A2	GM-3A	108	86	72	58	36	21
RakJPz Jaguar 1	GM-5A	117	93	78	62	39	23
RakJPz Jaguar 2	GM-5B	114	91	76	60	38	22
Spähpanzer Luchs	GM-4A	90	72	60	48	30	18
TPz Fuchs	GM-4B	46	37	31	24	15	9
Truck, Light	GM-6B2	---	---	8	---	---	---
Truck, Medium	GM-6B2	---	---	11	---	---	---
Truck, Heavy	GM-6B2	---	---	14	---	---	---

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 11**First Moves Pt. 1: GDR Northeastern Border, 27 September 1987****Situation**

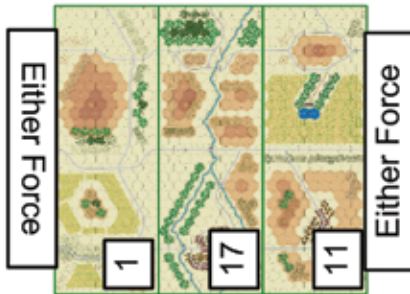
The Soviet 248th Guards Motor Rifle Regiment surges across the border as two Guards Tank Divisions of the 3rd Combined Arms Army clash with the FRG I Corps.

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 1, 11 & 17

**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 3 Hidden Unit Markers.

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

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

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
90 VPs	To the force that controls each of the 5 Bridge hexes, 17F3, 17F9, 17M6, 17Q5 and 17Z6. 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.
45 VPs	To the force that controls each of the 2 Ford hexes 17C7 and 17U5. To control a 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.
135 VPs	Required victory margin.



FRG Force**ELEMENTS OF 11TH PANZERGRENADIER DIVISION, SEASONED [1,358]****PANZER COMPANY (-): SEASONED, EXCELLENT, 9, CP-5 [1,358]**

x1
214



x4
143



x4
143

Soviet Force**ELEMENTS OF 248TH GUARDS MOTOR RIFLE REGIMENT, SEASONED [1,368]****TANK COMPANY (-): SEASONED, EXCELLENT, 8, CP-5 [1,368]**

x1
241



x4
161



x3
161

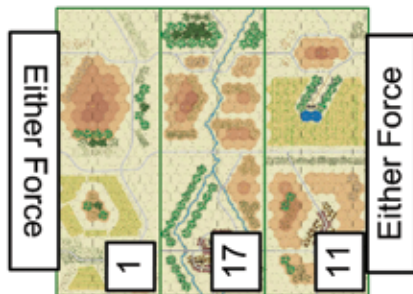
Scenario 12**First Moves Pt. 2: GDR Northeastern Border, 27 September 1987****Situation**

The Soviet 248th Guards Motor Rifle Regiment surges across the border as two Guards Tank Divisions of the 3rd Combined Arms Army clash with the FRG I Corps.

This variation on Scenario 11 is designed for play after reviewing the Advanced Rules. It adds ATGMs, and leg and towed units to the original situation.

Map

Utilize maps 1, 11 & 17

**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, the FRG CHQ has a Command Span of 10 hexes; the Soviet CHQ has a Command Span of 9 hexes.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

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

120 VPs

To the force that controls each of the 5 Bridge hexes, 17F3, 17F9, 17M6, 17Q5 and 17Z6. 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.

60 VPs

To the force that controls each of the 2 Ford hexes 17C7 and 17U5. To control a 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.

185 VPs

Required victory margin.



FRG Force

ELEMENTS OF 11TH PANZERGRENADIER DIVISION, SEASONED [1,844]

PANZERGRENADIER COMPANY (MIXED): SEASONED, EXCELLENT, 17, CP-10 [1,844]



 CHQ MI x1 78	PzF44	 M113A1G Gm-3B1 200 6TA 8-13 x1 40	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x3 143	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x3 143	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x3 143
 HMI x1 63	PzF44	 HMI x2 128	Milan PzF44	 M113A1G Gm-3B1 200 6TA 8-13 x3 40	

Soviet Force

ELEMENTS OF 248TH GUARDS MOTOR RIFLE REGIMENT, SEASONED [1,831]

TANK COMPANY (MIXED): SEASONED, EXCELLENT, 16, CP-10 [1,831]



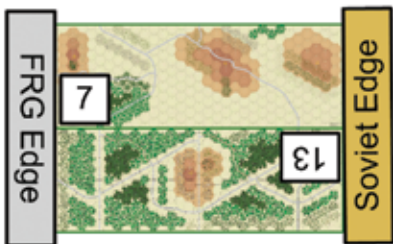
 T-62MV Sm-3B 203 CHQ x1 241	 T-62MV Sm-3B 203 5T 7-11 x4 161	 T-62MV Sm-3B 203 5T 7-11 x3 161					
 MR x1 89	Saxhorn RPG-22	 MR x1 49	RPG-22	 HMR x1 53	RPG-22	 Spigot x1 64	 BTR-70 Sm-6B 190 7WA 11-16 x4 52

Scenario 13**Over Hill-and-Dale: Czech Southwestern Border, 27 September 1987****Situation**

The Soviet 30th Guards Motor Rifle Division leads the Soviet advance across the border as the lead element against the FRG II Corps. Of the Central Front's five divisions, it and the 15th Guards Tank Division are advancing along a narrow corridor to drive a wedge between the West German forces and the US VII Corps to the north.

Map

Utilize maps 7 & 13

**SPECIAL CONDITIONS**

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

If special ammo types are available, utilize Ammo Limits.

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

If Morale Rules (7.1) are in effect, the Soviet Force utilizes the listed point information; the FRG Force utilizes the alternative point information. Utilize the alternative VPs.

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

If the Command Span Rules (7.43) are in effect, the FRG CHQ has a Command Span of 9 hexes; the Soviet CHQ has a Command Span of 6 hexes.

The FRG Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

SETUP

Conditions	Normal visibility. No adverse terrain.
FRG ...	Force sets up first anywhere on maps 7 and/or 13 at least 5 hexes from the Soviet edge.
Soviet ...	Tank Company enters the mapboard on Turn 1 with up to 18 units anywhere along the Soviet edge. The remaining units enter on Turn 2 anywhere along the Soviet edge. Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To the FRG Force for each operational Soviet unit that fails to exit from the FRG Edge.
Unit VPs	To the Soviet Force for up to the first 14 units that exit from the FRG Edge.
Unit VPs	For elimination, knock out or brew up.
330/355 VPs	Required victory margin.



FRG Force

ELEMENTS OF 10TH PANZER DIVISION, VETERAN [2,443/2,923]

HEAVY JÄGER COMPANY (MIXED): VETERAN, OUTSTANDING, 22, CP-15 [2,443/2,923]



 PzF44 x1 91/109	 6TA 8-13 x1 48/57	 6TA 8-13 x1 64/76	 Milan x2 91/109	 6TA 8-13 x1 48/57
 PzF44 x3 75/90	 6TA 8-13 x3 48/57	 PzF44 x3 75/90	 6TA 8-13 x3 48/57	 8T 10-16 +5 x4 318/381

Soviet Force

ELEMENTS OF 30TH GUARDS TANK REGIMENT, SEASONED [4,183]

TANK COMPANY (+): SEASONED, EXCELLENT, 36, CP-22 [4,183]



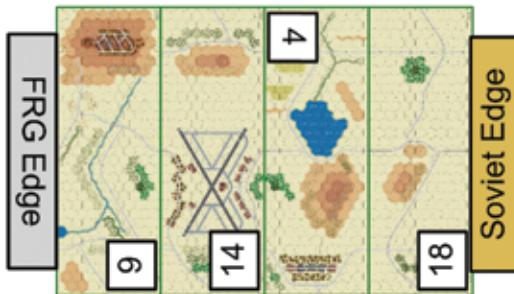
 CHQ x1 304	 6T 8-13 x3 90	 5T 7-11 x2 47	 6T 8-13 x3 203	 6T 8-13 x3 203
 6T 8-13 x3 203	 6T 8-13 x3 203	 MR x1 89	 MR x1 49	 HMR x1 53
 RPG-22 x3 49	 7TA 9-14 x3 66	 RPG-22 x3 49	 7TA 9-14 x3 66	 7TA 9-14 x3 66

Scenario 14**Lightning Strike: Northeastern FRG, 27 September 1987****Situation**

Forward elements of the Soviet force are tasked with neutralizing dispersed NATO air assets assigned to various airfields. One, codenamed Twilight-14, is to be captured by Soviet helicopter assets and then occupied by follow-on ground units from the 12th Guards Tank Division's 332nd Guards Tank Regiment.

Defensive and mobile elements of the FRG 1st Panzer Division, located in I Corps' sector, are positioned to blunt the attack.

Map Utilize maps 4, 9, 14, & 18

**SPECIAL CONDITIONS**

When determining the Initiative, both Forces apply a +20 DRM. Once its Reinforcement Force arrives, 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.

Once the FRG Relief or the Soviet Reinforcement Force arrives, on subsequent turns, the other Force applies a -10 DRM when determining arrival.

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

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

The Stream is passable throughout its length.

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

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

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

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

The FRG Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

SETUP

Conditions	Normal visibility. No adverse terrain.
FRG ...	Holding Force sets up first anywhere on maps 4, 9 and/or 14. The objective, Twilight-14, is under FRG control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Assault ground Force enters the mapboard on turn 1 anywhere along the Soviet edge. Units are eligible for the Road movement bonus. Assault helicopter Force enters the mapboard on turn 1 anywhere along any outer edge of map 18.
FRG ...	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 FRG 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/Path movement bonus.
Soviet ...	Reinforcement 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 Soviet Force rolls (100). If the result falls within the listed range for that turn, any unit from the Reinforcement 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 Reinforcement 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	VP Adjustment	Potential FRG and/or Soviet VP Adjustment based on the Relief and Reinforcement Forces' initial turn of arrival.
2,800 VPs	To the force that controls Twilight-14. To control the airfield, a force must occupy or be the last to occupy hex 14M6 (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 14H through and including 14S are free of opposing <i>combat</i> ground units.	Unit VPs	For elimination, knock out or brew up.
		470 VPs	Required victory margin.

FRG Force**ELEMENTS OF 1ST PANZER DIVISION, VETERAN [4,211]****HOLDING FORCE****ADVANCE COMPANY (MIXED): VETERAN, EXCELLENT, 15, CP-9 [1,823]**

 CHQ x1 78	 10W 18-27 -10 x1 5	 7T 9-14 x1 108	 7T 9-14 x1 49	 x1 27
---	--	--	---	---

 10 x1 75	 10 x2 153
--	---

 10 x1 75	 10 x2 153
--	---

 7T 10-16 x2 91
--

 7T 9-14 x3 204
--

Relief Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-630	9B5	01-20
10-11	01-40	-420	9F1	21-40
12-13	01-60	No adjustment	9Q0	41-60
14-15	01-80	+420	9BB1	61-80
16+	01-00	+630	9FF6	81-00

RELIEF FORCE**PANZER COMPANY (-): VETERAN, EXCELLENT, 11, CP-7 [2,388]**

 8T 10-16 +5 x1 477	 8T 10-16 +5 x4 318	 10 x1 75	 10 x2 153	 7T 9-14 x3 86
--	--	--	---	--

Soviet Force**ELEMENTS OF 332ND GUARDS TANK REGIMENT, VETERAN/SEASONED [5,192]****ASSAULT FORCE****RECON COMPANY (MIXED): VETERAN, EXCELLENT, 23(11), CP-14 [2,908]**

 Mi-24 S-15A 124 Hind-E Standard Weapons x1 201	 Saxhorn RPG-22 MR x2 106	 HMR x2 63	 MR x2 58	 Mi-8T S-15B1 327 NOE x2 146
--	---	--	---	---

 CHQ x1 60	 BRDM-2 S-9A 283 8WA 14-20 -5 x1 49	 Elite Recon RPG-22 x3 75	 BRDM-2 S-9A 283 8WA 14-20 -5 x3 91	 T-72AV S-2B 175 7T 9-14 x3 220
--	--	---	--	--

 MR x1 159	 MR x1 87	 HMR x1 94	 BMP-1P S-5A 243 7TA 9-14 x3 118
--	---	--	---

REINFORCEMENT FORCE**TANK COMPANY (+): SEASONED, EXCELLENT, 13, CP-8 [2,284]**

 T-80BV S-1B 135 8T 10-16 +5 x1 307	 T-80BV S-1B 135 8T 10-16 +5 x3 205	 T-80BV S-1B 135 8T 10-16 +5 x3 205
 T-80BV S-1B 135 8T 10-16 +5 x3 205	 BRDM-2 ATGM S-9B 215 Spandrel 8WA 14-20 -5 x3 44	

Reinforcement Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
8-9	01-20	-780	18B5	01-20
10-11	01-40	-520	18F10	21-40
12-13	01-60	No adjustment	18Q10	41-60
14-15	01-80	+520	18BB10	61-80
16+	01-00	+780	18FF6	81-00

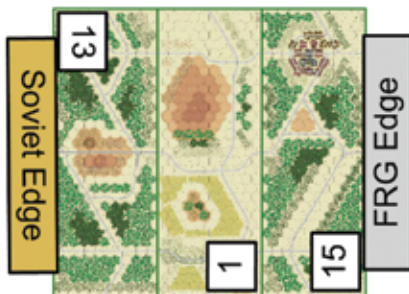
Scenario 15**Advance: Northeastern FRG, 28 September 1987****Situation**

Preserving the *esprit-de-corps* of its WWII namesake, Panzer Lehr springs into action on the second day of the war. Now just a panzer brigade as part of the 3rd Panzer Division, it is tasked with reinforcing the forces in the Dutch I Corps sector.

Fighting a limited holding action against the 16th Guards Tank Division's 67th Guards Tank Regiment, Panzer Lehr is challenged with forcing contact while maintaining control in the heavily wooded terrain.

Map

Utilize maps 1, 13 & 15

**SPECIAL CONDITIONS**

When determining the Initiative, the FRG 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 basis.

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

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

The Soviet Force may plot 2 Pre-Registered Points for just 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, the Soviet Force utilizes the listed point information and adds the additional forces; the FRG Force utilizes the alternative point information. Utilize the alternative VPs.

Only the FRG 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, all CHQs have a Command Span of 9 hexes.

SETUP

Conditions	Normal visibility. No adverse terrain.
FRG ...	Force sets up first anywhere on Maps 1, 13 and/or 15 at least 5 hexes from the Soviet edge. All objective building hexes in Alpha-1 and Juliet-15 are under FRG 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.

VICTORY CONDITIONS

Length	20 turns
700/800 VPs	To the force that controls Alpha-1 on turn 12. To control Alpha-1, a force must occupy or be the last to occupy at least 5 of the 8 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.
1,300/1,500 VPs	To the force that controls Juliet-15. To control Juliet-15, a force must occupy or be the last to occupy at least 11 of the 17 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.
405/475 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

The FRG Force may employ Quickdraw (7.44).
Both Forces may add Leaders (7.51) as desired.
Requires MBT & FRG

FRG Force

ELEMENTS OF 3RD PANZER DIVISION, VETERAN [3,475/4,137]



PANZERGRENADIER (LEHR) COMPANY (+): VETERAN, OUTSTANDING, 25(23), CP-18
[3,475/4,137]

ARTILLERY Gm-7A Heavy Attached SP x1 124/124	10 CHQ MI PzF44 x1 91/109	MARDER 1A2 Gm-3A 200 7T 9-14 x1 86/103	M113A1G AOP Gm-3B2 225 FO 6T 9-13 x1 72/86	10 MI PzF44 x1 70/84	MARDER 1A2 Gm-3A 200 7T 9-14 x1 86/103	
LUCHS A2 Gm-4A 250 9WRA 12-18 x2 135/162	Elite Recon	JAGUAR 2 Gm-5B 250 7T 10-16 x2 91/109	10 HMI PzF44 x1 75/90	10 HMI PzF44 x2 153/183	MILAN PzF44	MARDER 1A2 Gm-3A 200 7T 9-14 x3 86/103
10 HMI PzF44 x1 75/90	10 HMI Milan PzF44 x2 153/183	MARDER 1A2 Gm-3A 200 7T 9-14 x3 86/103	LEOPARD 2A3 Gm-2A 150 8T 10-16 +5 x4 304/364			



Soviet Force**ELEMENTS OF 67TH GUARDS TANK REGIMENT, SEASONED [4,616/5,362]**

x1
83

TANK COMPANY (+): SEASONED, EXCELLENT, 18, CP-11 [2,858]

x1
331



x1
27



x1
80



x3
221



x3
221



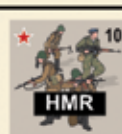
x3
221



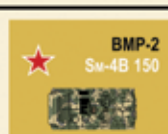
x1
89



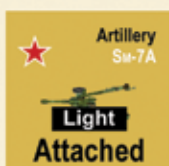
x1
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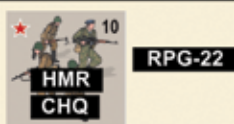
x1
53



x3
80

MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 17 [1,758]

x1
66



x1
79



x1
80



x1
89



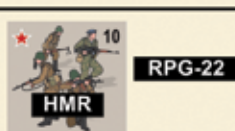
x2
53



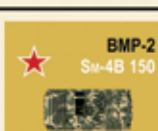
x3
80



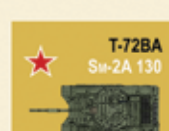
x1
89



x2
53



x3
80



x3
221

[ADDITIONAL] MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 20, CP-12 [/2,421]



x3
221



Scenario 16**Brothers-in-Arms: Northeast FRG, 29 September 1987****Situation**

With the Bundeswehr finally off its heels, the FRG 7th Westphalian Panzer Division, "Spearhead of the German Army," is ordered forward to cover US III Corps' staging areas as elements of the US 2nd Armored Division (Forward) move to reinforce.

NATO air assets look to disrupt the Soviet 21st Guards Tank Division as it pushes forward to wrest control of the key objective, Anvil-16, from the combined NATO force.

Map

Utilize maps 2, 3, & 16

**SPECIAL CONDITIONS**

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

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

The Bridges on Maps 2 and 3 may be destroyed by GP Fire (6.5.4.2.5). FRG engineers may directly attack the Bridges (7.19). The Bridges on Map 2 have a GP Defense of 6; the Bridges on Map 3 have a GP Defense of 5.

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

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

If special ammo types are available, utilize Ammo Limits.

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

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

If the Command Span Rules (7.43) are in effect, NATO CHQs have a Command Span of 10 hexes. The Soviet CHQs have a Command Span of 9 hexes.

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

SETUP

Conditions	Normal visibility. No adverse terrain.
FRG ...	Force sets up first anywhere on maps 2, 3, and/or 16 at least 5 hexes from the Soviet edge.
	Anvil-16 is under NATO control at the start of the scenario whether occupied or unoccupied.
Soviet ...	Force enters the mapboard on turn 1 with one company and on turn 2 with the the remaining company anywhere along the Soviet edge. Units are eligible for the Road movement bonus.
US ...	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 NATO 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 the Movement Phase of 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 movement bonus.
	Relief helicopter Force may enter the mapboard anywhere along any outer edge of map 16.

VICTORY CONDITIONS

Length	20 turns
2,580 VPs	To the force that controls Anvil-16. To control the Supply Depot, a force must occupy or be the last to occupy, for a full turn, Hill Δ 16.21 free of opposing ground units. If neither side meets this requirement, these VPs are not awarded.
VP Adjustment	Potential NATO VP Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
430 VPs	Required victory margin.

NATO Force**ELEMENTS OF 7TH PANZER DIVISION & ELEMENTS OF 2ND ARMORED DIVISION, VETERAN [4,573]****FRG HOLDING FORCE**

x1
147

PANZERGRENADIER COMPANY (-): VETERAN, EXCELLENT, 16, CP-10 [1,892]

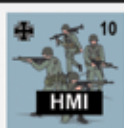
x1
91

PzF44



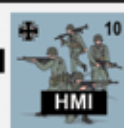
7T 9-14

x1
86



x1
75

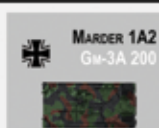
PzF44



x2
153

Milan

PzF44



7T 9-14

x3
86



7T 9-14

x4
204



x2
93

Engineer

PzF44



9WA 14-21

x2
37

Relief Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-680	16A5	01-20
8-9	01-20	-450	16F10	21-40
10-11	01-40	No adjustment	16Q10	41-60
12-13	01-60	+450	16BB10	61-80
14	01-00	+680	16GG5	81-00

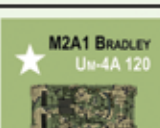
US RELIEF FORCE

x1
252

MECHANIZED INFANTRY COMPANY (-): VETERAN, EXCELLENT, 14, CP-8 [2,282]

x1
63

LAW



7TA 9-15 +5

x1
133



x2
51

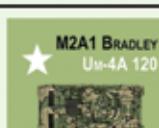
LAW



x2
120

Dragon

LAW



7TA 9-15 +5

x4
133



7T 9-14 +5

x4
303

Soviet Force**ELEMENTS OF 111TH GUARDS TANK REGIMENT, SEASONED [4,059]****TANK COMPANY: SEASONED, EXCELLENT, 17, CP-10 [2,283]**

 T-80BV Sm-1B 135 8T 10-16 +5 CHQ	 2S1 Sm-16A 250 6TA 8-13	 ZSU-23-4 Sm-12A 309 5T 7-11	 9K35 Sm-11B 307 7T 9-14	 MT-55A AVLB Sm-7B 190 5T 7-11
x1 307	x2 80	x1 47	x1 28	x1 76

 T-80BV Sm-1B 135 8T 10-16 +5 CHQ	 T-80BV Sm-1B 135 8T 10-16 +5	 Saxhorn MR 10 RPG-22	 Saxhorn HMR 10 RPG-22	 BMP-2 Sm-4B 150 7TA 9-14
x3 205	x3 205	x1 89	x2 53	x3 80

MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 20, CP-12 [1,776]

 Saxhorn MR 10 RPG-22	 BMP-2 Sm-4B 150 7TA 9-14	 Saxhorn MR 10 RPG-22	 Saxhorn HMR 10 RPG-22	 BMP-2 Sm-4B 150 7TA 9-14
x1 79	x1 80	x1 89	x2 53	x3 80

 Saxhorn MR 10 RPG-22	 Saxhorn HMR 10 RPG-22	 BMP-2 Sm-4B 150 7TA 9-14	 Grouse 50	 BMP-2 Sm-4B 150 7TA 9-14	 T-80BV Sm-1B 135 8T 10-16 +5
x1 89	x2 53	x3 80	x2 26	x1 80	x3 205

Scenario 17**Cityscape: Eastern FRG, 1 October 1987****Situation**

Urban warfare is the bane of mechanized forces. Its close confines mitigate the advantage of long-ranged weapons; it is really the infantry's realm. However, the requirements of war often put commanders in a position where they must make the best of a bad situation.

Elements of the FRG 12th Panzer Division and the Soviet 39th Guards Motor Rifle Division race to control the key bridges and high ground in Lima-12. Capture is one thing, but holding on is another matter entirely.

Map

Utilize maps 1, 3, 8, 12 & 18

**SPECIAL CONDITIONS**

When determining the Initiative, the FRG 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 Streams are impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

The AVLB Rules (7.49) are in effect. Its bridge may be destroyed (6.5.4.2.5); its GP Defense is 6.

Stone Building hexes 12K4 and 12L5 are 4 stories high, all other Stone Building hexes are 3 stories high; Brick Building hexes are 2 stories high.

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

The FRG Force may plot 2 Pre-Registered Points for its Organic Super Heavy Battery. It has two ICM fire missions available.

The Soviet Force may plot 2 Pre-Registered Points for each Organic Heavy Battery. They have two ICM fire missions available between them.

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.

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.
Both ...	Forces roll (10). The force rolling the higher result (reroll ties) enters the mapboard on turn 1 with one company anywhere along either edge, and on turn 2 with the the remaining company along the same edge.
	The other force enters the mapboard on turn 1 with one company and on turn 2 with the the remaining company anywhere along the edge not selected above. Units are eligible for the Path movement bonus.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
200 VPs	To the force that controls each of the 8 Bridge hexes 12F7, 12K7, 12Q6-12Q8, 12X6, 12Y5, 12Y7, 12BB4, and 12BB9. To control a Bridge hex, a force must occupy or be the last to occupy it for a full turn. To control Bridge 12Q6-12Q8, a force must occupy any one of its hexes for a full turn while the other hexes are free of opposing <i>combat</i> units. If neither side meets this requirement, these VPs are not awarded.
500 VPs	To the force that controls Hill Δ 12.10. To control the Hill, a force must occupy, for a full turn, any Level-2 hex on the hill at the same time the other 7 Level-2 hexes are free of opposing <i>combat</i> units. 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, FRG CHQs have a Command Span of 9 hexes. The Soviet Tank Company CHQ has a Command Span of 10 hexes; the Motor Rifle Company CHQ 7 hexes.

The FRG Force may employ Quickdraw (7.44).

Both Forces may add Leaders (7.51) as desired.

Requires MBT & FRG

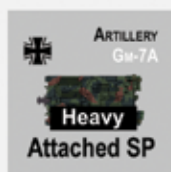
FRG Force

ELEMENTS OF 12TH PANZER DIVISION, VETERAN [4,540]



x1
95

PANZERGRENADIER COMPANY (+): VETERAN, EXCELLENT, 19, CP-11 [2,304]



x1
124



x1
91

PzF44



x1
86



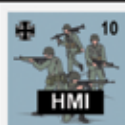
x1
72



x1
62

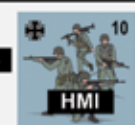


x3
204



x1
75

PzF44



x2
153

Milan

PzF44

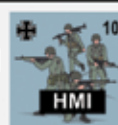


x3
79



x1
75

PzF44



x2
153

Milan

PzF44



x3
86

PANZERGRENADIER COMPANY (+): VETERAN, EXCELLENT, 20, CP-12 [2,141]



x1
91

PzF44



x1
48



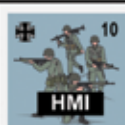
x1
64



x1
72

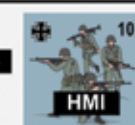


x4
204



x1
75

PzF44



x2
153

Milan

PzF44

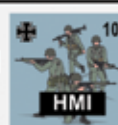


x3
48



x1
75

PzF44



x2
153

Milan

PzF44



x3
48

Soviet Force

ELEMENTS OF 120TH GUARDS MOTOR RIFLE REGIMENT & 15TH GUARDS TANK REGIMENT, SEASONED [4,500]



x2
83

MOTOR RIFLE COMPANY (+): SEASONED, EXCELLENT, 25, CP-15 [2,419]



x1
79

RPG-22



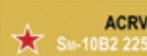
8WA 12-18

x1
58



6T 8-13

x2
90



7FO 4

x1
48



5T 7-11

x1
76



5T 7-11

x4
161



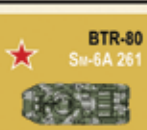
x1
89

Saxhorn
RPG-22



x2
53

RPG-22



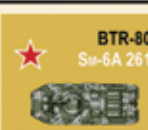
8WA 12-18

x3
58



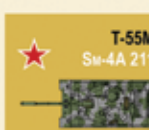
x3
49

RPG-22



8WA 12-18

x3
58



5T 7-11

x4
161

TANK COMPANY (MIXED): SEASONED, EXCELLENT, 13, CP-8 [1,915]



x1
304



x3
203



x3
203



x1
89

Saxhorn
RPG-22



x2
53

RPG-22



7TA 9-14

x3
66

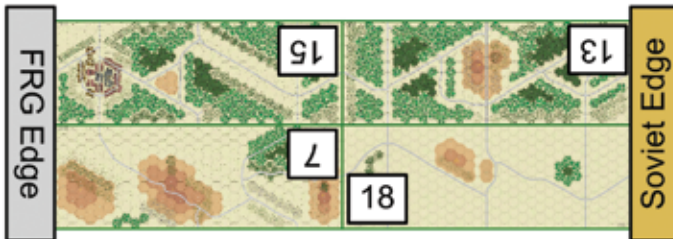
Scenario 18**Storming the Breach: Southeastern FRG, 2 October 1987****Situation**

Through a narrow gap in the FRG III Corps' sector, Soviet 8th Guards Army's commander commits the 2nd Unified Corps from its reserves. As the 4th and 5th Combined Arms Brigades push forward, the FRG 2nd Panzergrenadier Division takes up position to check the advance.

The Soviets are advancing through semi-wooded terrain in an effort to secure their rear while bypassing the West German forces.

Map

Utilize maps 7, 13, 15 & 18

**SPECIAL CONDITIONS**

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

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

The Stone Building hexes in Juliet-15 are 3 stories high; the Brick Building hexes are 2 stories high.

The Tracks on maps 13 and 15 are narrow (7.30)

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

If special ammo types are available, utilize Ammo Limits.

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

Both Forces may employ the Hidden Unit Rules (7.2). The FRG Force may deploy a maximum of 4 Hidden Unit Markers; the Soviet Force may deploy a maximum of 6.

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 & FRG

SETUP

Conditions	Normal visibility. No adverse terrain.
FRG ...	Holding Force sets up first anywhere on maps 7, 13, 15 and/or 18 at least 5 hexes from the Soviet edge.
	The objective, Juliet-15, is under FRG 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.
FRG ...	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 FRG 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 movement bonus.
	Relief helicopter Force may enter the mapboard anywhere along any outer edge of maps 7 and/or 15.

VICTORY CONDITIONS

Length	25 turns
1,800 VPs	To the force that controls Juliet-15. To control Juliet-15, a force must occupy or be the last to occupy at least 11 of the 17 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.
675 VPs	To the FRG Force if fewer than 5 Soviet <i>combat</i> units exit from the FRG Edge.
Unit VPs	To the Soviet Force for up to the first 10 <i>combat</i> units that exit from the FRG Edge.
VP Adjustment	Potential FRG Adjustment based on the Relief Force's initial turn of arrival.
Unit VPs	For elimination, knock out or brew up.
435 VPs	Required victory margin.

FRG Force

ELEMENTS OF 2ND PANZERGRENADIER DIVISION, VETERAN [4,178]

HOLDING FORCE

PANZERGRENADIER COMPANY (-): VETERAN, EXCELLENT, 16(14), CP-10 [1,734]



 CHQ MI x1 91	 PzF44	 M113A1G Gm-3B1 200 6TA 8-13 x1 48	 HMI x1 75	 PzF44	 HMI x2 153	 Milan PzF44	 M113A1G Gm-3B1 200 6TA 8-13 x3 48
 JAGUAR 2 Gm-5B 250 7T 10-16 x2 91	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x4 171	 Elite Recon PzF44 x2 97	 ILTIS Gm-6B1 425 10W 18-27 -10 x2 5				

RELIEF FORCE

PANZER COMPANY (+): VETERAN, EXCELLENT, 17, CP-10 [2,444]

 HMI x2 75	 PzF44	 UH-1D IROQUOIS Gm-11B2 295 8 NOE x2 98	 LEOPARD 1A4 Gm-1A 105 CHQ x1 205	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x4 171	 LEOPARD 1A4 Gm-1A 105 7T 9-14 x4 171
 HMI x1 75	 PzF44	 HMI x2 153	 Milan PzF44	 M113A1G Gm-3B1 200 6TA 8-13 x3 48	

Relief Force Arrival

Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-625	15BB1	01-12
8-9	01-20	-420	15Q0	13-31
10-11	01-40	No adjustment	15F1	32-50
12-13	01-60	+420	15AA5	51-69
14	01-00	+625	7Q0	70-88
			7F1	89-00

Soviet Force**ELEMENTS OF 4TH COMBINED ARMS BRIGADE, VETERAN [4,531]**

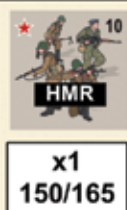
x1
54/54

TANK COMPANY (MIXED): VETERAN, EXCELLENT, 14, CP-8 [2,906]

x1
442/486



x1
56



x1
150/165



x2
58/63



x3
124/136



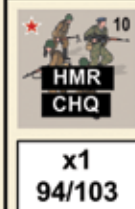
x3
295/324



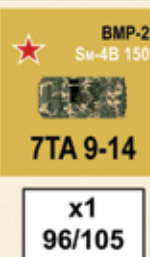
x3
295/324

MOTOR RIFLE COMPANY (-): VETERAN, EXCELLENT, 11, CP-7 [1,571]

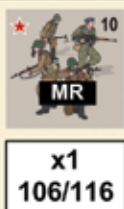
x1
66/66



x1
94/103



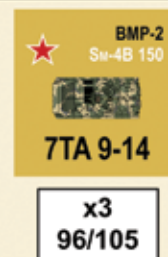
x1
96/105



x1
106/116



x2
63/69



x3
96/105



x3
265/291

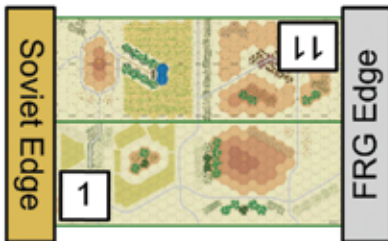
Scenario 19**Dark Passage: Southeastern FRG, 3 October 1987****Situation**

Spotting an opportunity to take the offensive to the Soviets, the FRG 4th Panzergrenadier Division advances against the 15th Guards Tank Division's flank. The West Germans launch a night attack to advance through the single Soviet company occupying a defensive position on the outskirts of India-11.

Scenarios 19 and 20 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 20.

Map

Utilize maps 1 & 11

**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.

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

The Stone Building hexes are 3 stories high; the Brick Building hexes are 2 stories high.

The FRG Force may plot 2 Pre-Registered Points each for its Organic Heavy and Super Heavy Batteries. Each battery has two ICM fire missions available.

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 5 Hidden Unit Markers may deploy.

The FRG BHQ and M113A1G AOP FO each automatically receives a unique command. They are not considered part of the Panzergrenadier or the Panzer Companies. They are not counted as losses for reaching either company's Cohesion Point.

Night Fighting Rules (7.36) are in effect.

SETUP**Conditions**

Limited visibility conditions in effect; apply turn based Spotting modifiers (see table). No adverse terrain.

Soviet ...

Places up to 4 Ditch and/or Rubble counters in any legal hexes on the mapboard.

Force sets up first anywhere on maps 1 and/or 11 at least 5 hexes from the FRG edge.

Up to 4 vehicles may setup in a found Hull Down Position.

FRG ...

Force enters the mapboard on Turn 1 or any later turn anywhere along the FRG edge. Units are eligible for the Road movement bonus on turns 8+.

VICTORY CONDITIONS**Length**

20 turns

Unit VPs

To the Soviet Force for each operational FRG *combat* unit that fails to exit from the Soviet Edge.

Unit VPs

To the FRG Force for up to the first 18 *combat* units that exit from the Soviet Edge.

Unit VPs

For elimination, knock out or brew up.

590 VPs

Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.43) are in effect, the Soviet CHQ has a Command Span of 7 hexes. The FRG CHQs have a Command Span of 8 hexes. The FRG BHQ has a Command Span of 10 hexes from the FRG 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 & FRG



FRG Force**ELEMENTS OF 4TH PANZERGRENADIER DIVISION, VETERAN [7,706]**

8T 10-16 +5

x1
532

6T 10-13

x1
72

Heavy Organic SP

x1
83

Sp Heavy Organic SP

x1
95**PANZER COMPANY (+): VETERAN, EXCELLENT, 23(19), CP-14 [4,225]**

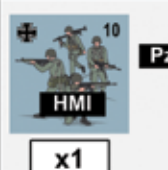
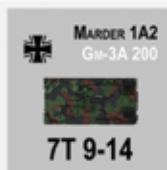
8T 10-16 +5

x1
456

7T 9-14

x1
108

7T 9-14

x1
62x1
75x2
153

7T 9-14

x3
86

8T 10-16 +5

x4
304

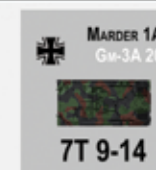
1x Mine Plow

x4
304

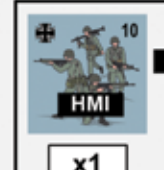
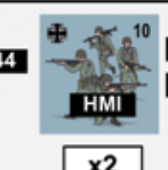
7T 10-16

x2
93x2
36

9WRA 12-18

x2
135**PANZERGRENADIER COMPANY (+): VETERAN, EXCELLENT, 19, CP-11 [2,699]**x1
91

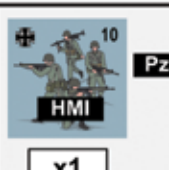
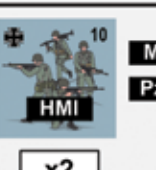
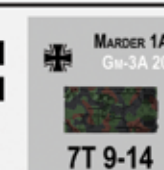
7T 9-14

x1
79x1
75x2
153

7T 9-14

x3
86

1x Mine Plow

x4
304x1
75x2
153

7T 9-14

x3
86x1
27

6W 12-16 -10

x1
8

Soviet Force

ELEMENTS OF 29TH GUARDS TANK REGIMENT, VETERAN [4,101]



TANK COMPANY (+): VETERAN, EXCELLENT, 27(25), CP-16 [4,101]

 T-80BV Sw-1B 135 CHQ 8T 10-16 +5 x1 369	 2S1 Sw-16A 250 6TA 8-13 x3 96	 T-80BV Sw-1B 135 8T 10-16 +5 x3 246	 T-80BV Sw-1B 135 8T 10-16 +5 x3 246	 T-80BV Sw-1B 135 8T 10-16 +5 x3 246
--	---	---	---	---

 Saxhorn RPG-7V/D MR x1 130	 Saxhorn RPG-7V/D MR x1 82	 Saxhorn RPG-7V/D HMR x1 87	 BMP-2 Sw-4B 150 7TA 9-14 x3 96	 Veteran Recon M/C x2 28
---	--	---	--	--

 Saxhorn RPG-7V/D MR x1 130	 Saxhorn RPG-7V/D MR x1 82	 Saxhorn RPG-7V/D HMR x1 87	 BMP-2 Sw-4B 150 7TA 9-14 x3 96
---	--	---	--

Limited Spotting

Turn	Mod	Turn	Mod
1-5	-5	10-11	-2
6-7	-4	12-13	-1
8-9	-3	14+	0

For each turn, the listed value is the Spotting Modifier. With a -4 or -5 modifier, leg units may not Quickmarch and no Road/Path movement bonus applies.

Scenario 20**Counterstroke: Southeastern FRG, 4 October 1987****Situation**

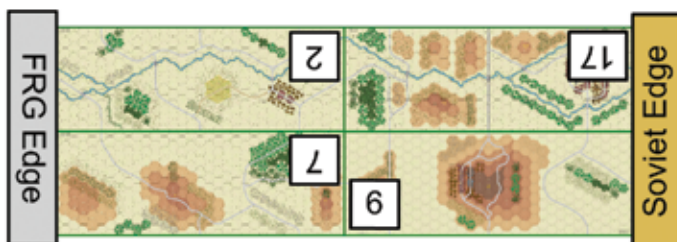
Scenario 20 continues the action of the FRG 4th Panzergrenadier Division as it counterattacks the Soviet 15th Guards Tank Division.

After passing through the first line of Soviet forces, the West Germans are attempting to secure key geographic objectives thereby threatening the Soviet rear.

Scenarios 19 and 20 may be linked together and played as a mini-campaign. In that case, utilize only the Victory Conditions from Scenario 20.

Map

Utilize maps 2, 6, 7, & 17

**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.

The Stone Building hexes are 3 stories high; the Brick Building hexes are 2 stories high.

The Streams on Maps 2 and 17 are impassable except at the Bridges or Ford hexes. Amphibious vehicles (7.34) may traverse.

The AVLB Rules (7.49) are in effect. Its bridge may be destroyed (6.5.4.2.5); its GP Defense is 6.

The Bridges on Maps 2 and 17 may be destroyed by GP Fire (6.5.4.2.5). Soviet engineers may directly attack the Bridges (7.19). The Bridges have a GP Defense of 6.

The FRG Force may plot 2 Pre-Registered Points each for its Organic Heavy and Super Heavy Batteries. Each battery has two ICM fire missions available.

The Soviet Force may plot 2 Pre-Registered Points for its Organic Heavy Battery. One each CLGP, ICM, and FASCAM 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 Soviet Force may employ the Hidden Unit Rules (7.2). A maximum of 6 Hidden Unit Markers may deploy.

SETUP

Conditions	Normal visibility. No adverse terrain.
Soviet ...	Force sets up first anywhere on maps 2, 6, 7 and/or 17 at least 5 hexes from the FRG edge. All objective building hexes in Kilo-17 and the hexes on Hill Δ 6.27 are under Soviet control at the start of the scenario whether occupied or unoccupied.
FRG ...	Force enters the mapboard on turn 1 or any later turn anywhere along the FRG edge. Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	20 turns
1,100 VPs	To the force that controls Hill Δ 6.27. To control the Hill, a force must occupy or be the last to occupy, for a full turn, hexes 6P5, 6P6, 6Q5, 6Q6, 6R5 and 6R6. If neither side meets this requirement, these VPs are not awarded.
1,600 VPs	To the force that controls Kilo-17. To control Kilo-17, a force must occupy or be the last to occupy at least 12 of the 17 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.
535 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

The FRG BHQ and M113A1G AOP FO each automatically receives a unique command. They are not considered part of the Panzergrenadier or the Panzer Companies. They are not counted as losses for reaching either company's Cohesion Point.

If the Command Span Rules (7.43) are in effect, the Soviet CHQs have a Command Span of 9 hexes. The FRG CHQs have a Command Span of 10 hexes. The FRG BHQ has a Command Span of 10 hexes from the FRG 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 & FRG

FRG Force**ELEMENTS OF 4TH PANZERGRENADIER DIVISION, VETERAN [6,195]**

Utilize only those units that successfully exited the map from Scenario 19 and the two Organic SP batteries. Both Batteries have any remaining ICM fire missions available. The FRG Force retains the force structure as described in Scenario 19.

If this scenario is played as a stand-alone action, utilize the units below as the FRG Force. Its makeup assumes the West Germans were victorious in Scenario 19.



 LEOPARD 2A3 Gm-2A 150 BHQ 8T 10-16 +5	 M113A1G AOP Gm-3B2 225 FO 6T 9-13	 ARTILLERY Gm-7A Heavy Organic SP	 ARTILLERY Gm-7A Sp Heavy Organic SP
x1 532	x1 72	x1 83	x1 95

PANZER COMPANY (+): VETERAN, EXCELLENT, 17(15), CP-10 [3,418]

 LEOPARD 2A3 Gm-2A 150 CHQ 8T 10-16 +5	 GEPAARD Gm-9A 650 7T 9-14	 BIBER AVLB Gm-7B 375 7T 9-14	 PzF44 HMI 10 x1 75	 PzF44 HMI 10 x1 153	 MARDER 1A2 Gm-3A 200 7T 9-14 x2 86
 LEOPARD 2A3 Gm-2A 150 8T 10-16 +5 x4 304	 LEOPARD 2A3 Gm-2A 150 1x Mine Plow 8 x3 304	 JAGUAR 1 Gm-5A 240 7T 10-16 x1 93	 Elite Recon M/C 50 x1 36	 LUCHS A2 Gm-4A 250 9WRA 12-18 Elite Recon x1 135	

PANZERGRENADIER COMPANY (+): VETERAN, EXCELLENT, 14, CP-8 [1,995]

 PzF44 CHQ 10 MI x1 91	 MARDER 1A2 Gm-3A 200 7T 9-14 x1 79	 PzF44 HMI 10 x1 75	 PzF44 HMI 10 x1 153	 MARDER 1A2 Gm-3A 200 7T 9-14 x2 86	 LEOPARD 2A3 Gm-2A 150 1x Mine Plow 8 x3 304
 PzF44 HMI 10 x2 153	 MARDER 1A2 Gm-3A 200 7T 9-14 x2 86	 Redeye TRUCK Gm-6B2 435 Light 6W 12-18-10 x1 27	 Redeye TRUCK Gm-6B2 435 Light 6W 12-18-10 x1 8		

Soviet Force**ELEMENTS OF 29TH GUARDS TANK REGIMENT, VETERAN [4,567]**

★ MiG-27K
Sw-13A 313

Add
Loadout

x1
134

★ Artillery
Sw-7A

Heavy
Organic SP

x1
83

TANK COMPANY (+): VETERAN, EXCELLENT, 16, CP-10 [2,580]

★ T-80BV
Sw-1B 135

CHQ
8T 10-16 +5

x1
369

★ ACRV
Sw-10B2 225

FO
7 10-16

x1
56

★ T-80BV
Sw-1B 135

8T 10-16 +5

x3
246

★ T-80BV
Sw-1B 135

8T 10-16 +5

x3
246

★ BRDM-2 ATGM
Sw-9B 215

Sagger
8WA 14-20 -5

x2
46

★ 10
MR
Saxhorn
RPG-7V/D

x1
130

★ 10
MR
RPG-7V/D

x1
82

★ 10
HMR
RPG-7V/D

x1
87

★ BMP-2
Sw-4B 150

7TA 9-14
x3
96

MOTOR RIFLE COMPANY (MIXED): VETERAN, EXCELLENT, 18, CP-11 [1,770]

★ 10
HMR
CHQ
RPG-7V/D

x1
130

★ BMP-2
Sw-4B 150

7TA 9-14
x1
96

★ 10
MR
Spigot
RPG-7V/D

x1
145

★ 10
HMR
RPG-7V/D

x2
87

★ BMP-2
Sw-4B 150

7TA 9-14
x3
96

★ 10
MR
Spigot
RPG-7V/D

x1
145

★ 10
HMR
RPG-7V/D

x2
87

★ BMP-2
Sw-4B 150

7TA 9-14
x3
96

★ 10
MR
Engineer
RPG-7V/D

x2
103

★ BTR-70
Sw-6B 190

7WA 11-16
x2
62

Map List



#11



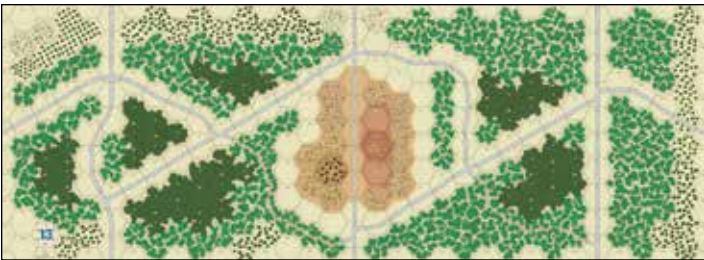
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#12



#16



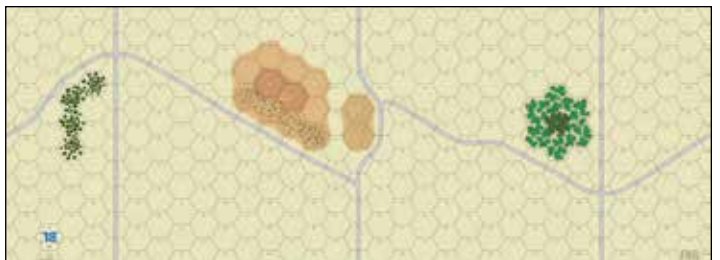
#13



#17



#14



#18



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