

# Bundeswehr

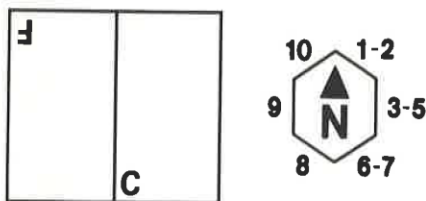
## NATO's Front Line

### NATO Scenario Information

#### Scenario 5: Forward Defense of a River Line

**Description:** A NATO delaying force has taken up positions well forward of a river line. The NATO player must inflict maximum casualties on the Soviet crossing force and, if possible, prevent them from crossing the river.

**Maps and Wind Direction:** The maps are laid out and wind direction determined as shown in the accompanying diagram. The river is 67 meters wide.



**Victory:** Victory points are awarded for the following:

*For each step of Soviet units eliminated:* 2 points.

*If no Soviet units exit the west edge of the map:* 25 points.

**Total Scenario Length:** 24 turns.

**Off-Board Artillery:** One battery (two full-strength units: 1A-11 and 2A-11) of U.S. M109 155mm howitzers is deployed 16 hexes off-board. One shot of FASCAM AT mines is available per step.

**Command Ratings:** Generate command ratings for 2 HQs.

**Initial Deployment:** All units may begin deployed anywhere on map F or anywhere within 5 hexes of the western edge of map C, and have been in position for 4 hours.

**Base Point Value:** 1000.

#### Force Level 1

**U.S. Units Required:** A-6, A-8, 1E-6, 1E-R, 4E-R, 6E-R, 8E-R; 3 dummies.

**Command Units:** HQA-6, HQA-8.

**Victory Point Multiplier:** 0.9.

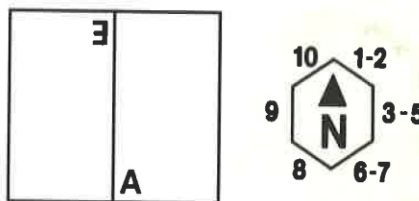
**Special Rules:** NATO receives three UH1H minelaying sorties.

**Game Required:** *Boots & Saddles.*

#### Scenario 6: Retrograde River Crossing

**Description:** An initially successful cross-river counterattack has encountered substantial Soviet reserves, and it has been decided to withdraw from the bridgehead. The player must extract his units by ferry with minimum losses.

**Maps and Wind Direction:** The maps are laid out and wind direction determined as shown in the accompanying diagram. The river is 225 meters wide.



**Victory:** Victory points are awarded for the following:

*For each step of Soviet units eliminated:* 2 points.

*For each step of German AFVs transported to the west side of the river before turn 24:* 1 point.

**Total Scenario Length:** 24 turns.

**Off-Board Artillery:** One battery (three full-strength units: 1A-11, 2A-11, and 3A-11) of German M109 155mm howitzers is deployed 12 hexes off-board.

**Command Ratings:** Generate command ratings for 10 HQs and 2 TOCs.

**Initial Deployment:** Units start in two groups: group A starts anywhere within 10 hexes of Steinmark; group B starts anywhere on map E west of the river.

**Base Point Value:** 1200.

#### Force Level 1

**German Units Required (Group A):** 4, A-6, E-B, S-B; 5 dummies.

**German Units Required (Group B):** HQ-6, TOC-6, B-6, C-6, D-10; 2 dummies. 6(PzG), E-B, S-B, D-10.

**Command Units:** HQ-4, HQA-4, HQB-4, HQC-4, HQ-6, HQA-6, HQB-6, HQC-6, HQE-B, HQD-10; TOC-4, TOC-6.

**Victory Point Multiplier:** 1.0.

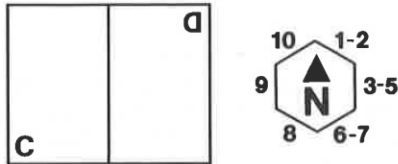
**Special Rules:** D-10's ferries may begin the game in operation. The MiW's and MiV's have no mines.

**Game Required:** *Assault.*

### Scenario 7: Flank Attack

**Description:** While a Soviet division drives deep into the NATO rear area, a small NATO counterattack force attempts to sever its lines of communication.

**Maps and Wind Direction:** The maps are laid out and wind direction determined as shown in the accompanying diagram.



**Victory:** Victory points are awarded for the following:

*For each step of Soviet units eliminated: 2 points.*

*For each step of NATO AFVs exited from the east map edge before turn 12: 2 points.*

*For each step of NATO AFVs exited from the east map edge before turn 18 but on or after turn 12: 1 point.*

**Total Scenario Length:** 18 turns.

**Off-Board Artillery:** One battery (three full-strength units: 1A-11, 2A-11, and 3A-11) of German M109 155mm howitzers are deployed 12 hexes off-board.

**Command Ratings:** Generate command ratings for 10 HQs and 2 TOCs.

**Entry:** All units enter the west edge of the map beginning on turn 1.

**Base Point Value:** 1200.

#### Force Level 1

**German Units Required:** 6(Pz), 7, S-B, HQE-B, 1E-B, 2E-B, 6E-B, 7E-B, 8E-B, 9E-B, 10E-B; 7 dummies.

**Command Units:** HQ-6, HQA-6, HQB-6, HQC-6, HQ-7, HQA-7, HQB-7, HQC-7, HQD-7, HQE-B; TOC-6, TOC-7.

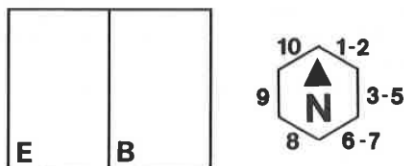
**Victory Point Multiplier:** 1.0.

**Games Required:** *Boots & Saddles* (map only) and *Reinforcements*.

### Scenario 8: River Crossing and Exploitation

**Description:** As part of a major counterattack, a NATO force must ferry its troops and equipment across a river and then continue the advance.

**Maps and Wind Direction:** The maps are laid out and wind direction determined as shown in the accompanying diagram. The river is 175 meters wide.



**Victory:** Victory points are awarded for the following:

*For each step of Soviet units eliminated: 2 points.*

*For each step of U.S. AFVs exited from the east map edge*

*before turn 18: 2 points.*

*For each step of U.S. AFVs exited from the east map edge before turn 24 but on or after turn 18: 1 point.*

**Total Scenario Length:** 24 turns.

**Off-Board Artillery:** One battalion (six full-strength units: 1A-11, 2A-11, 1B-11, 2B-11, 1C-11, and 2C-11) of U.S. M109 155mm howitzers is deployed 20 hexes off-board.

**Command Ratings:** Generate command ratings for 10 HQs and 2 TOCs.

**Entry:** All units enter the west edge of the map beginning on turn 1.

**Base Point Value:** 1800.

#### Force Level 1

**U.S. Units Required:** 1, 3, E-13, 8A-13, 9A-13; 7 dummies.

**Command Units:** HQ-1, HQA-1, HQB-1, HQC-1, HQD-1, HQ-3, HQA-3, HQB-3, HQC-3, HQAT-3, HQE-13; TOC-1, TOC-3.

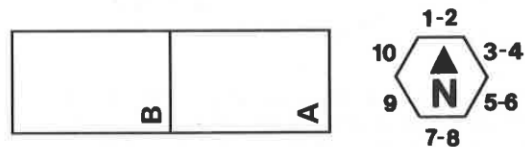
**Victory Point Multiplier:** 1.0.

**Game Required:** *Assault*.

### Scenario 9: Prepared Defense

**Description:** After a Soviet drive has been halted, NATO forces have strengthened their positions in preparation for renewed Soviet attacks.

**Maps and Wind Direction:** The maps are laid out and wind direction determined as shown in the accompanying diagram.



**Victory:** Victory points are awarded for the following:

*For each step of Soviet units eliminated: 2 points.*

*If no Soviet units exit the west edge of the map: 25 points.*

**Total Scenario Length:** 18 turns.

**Off-Board Artillery:** One battery (three full-strength units: 1A-11, 2A-11, and 3A-11) of German M109 155mm howitzers is deployed 16 hexes off-board.

**Command Ratings:** Generate command ratings for 7 HQs and 1 TOC.

**Initial Deployment:** All units begin deployed on the map anywhere on map B or anywhere within 12 hexes of Neuenbach, and have been in position for 6 hours.

**Base Point Value:** 1300.

#### Force Level 1

**German Units Required:** 4, A-3, A-10, AT-B(PzG); 3 dummies.

**Command Units:** HQ-4, HQA-4, HQB-4, HQC-4, HQA-3, HQA-10, HQAT-B; TOC-4.

**Victory Point Multiplier:** 1.1.

**Special Rules:** The MiW's and MiV's have one load of mines each.

**Game Required:** *Assault*.

# Bundeswehr

## NATO's Front Line

### Soviet Scenario Information

#### Scenario 5: River Crossing

**Description:** Soviet forces must enter the board, force a crossing of the river, and continue their advance with minimum delay.

**Victory:** Victory points are awarded for the following:

*For each step of NATO units eliminated: 2 points.*

*For each step of Soviet AFVs exited off the west map edge before turn 18: 2 points.*

*For each step of Soviet AFVs exited off the west map edge before turn 24 but on or after turn 18: 1 point.*

*For each step of Soviet AFVs which crosses the river before turn 24: 1 point.*

**Total Scenario Length:** 24 turns.

**Command Ratings:** Generate command ratings for 5 HQs and 1 TOC.

**Entry:** All Soviet units may enter anywhere on the east edge beginning turn 1.

**Base Point Value:** 1500.

#### Force Level 1

**Units Required:** 11, 13, 22, 32, 92; 5 dummies.

**Command Units:** HQ11, HQ13, HQ22, HQ32, HQ-92, TOC-92.

**Victory Point Multiplier:** 0.9.

**Game Required:** *Boots & Saddles*.

#### Scenario 6: Pursuit

**Description:** A NATO river-crossing assault has been broken up by the arrival of Soviet reserves. Soviet troops are pursuing the enemy force in hopes of trapping it against the river and destroying it.

**Victory:** Victory points are awarded for the following:

*For each step of NATO units eliminated: 3 points.*

**Total Scenario Length:** 24 turns.

**Command Ratings:** Generate command ratings for 5 HQs and 1 TOC.

**Entry:** All units may enter on the east edge beginning on turn 1.

**Base Point Value:** 1400.

#### Force Level 1

**Units Required:** 1, 4, 5, 9, HQ-91, TOC-91, R-91, AT-91, M-91, 2E-91, 5E-91, 6E-91, 7E-91; 6 dummies.

**Command Units:** HQ1, HQ4, HQ5, HQ9, HQ-91, TOC-91.

**Victory Point Multiplier:** 1.0.

**Game Required:** *Assault*.

#### Scenario 7: Flank Guard Action

**Description:** While a Soviet division drives deep into the NATO rear area, a small force is left to guard the division's flank against counterattacks.

**Victory:** Victory points are awarded for the following:

*For each step of NATO units eliminated: 3 points.*

*If no NATO units exit the east edge of the map: 25 points.*

**Total Scenario Length:** 18 turns.

**Command Ratings:** Generate command ratings for 2 HQs.

**Initial Deployment:** All units begin deployed anywhere on map D or within ten hexes of the eastern edge of map C, and have been in position for 2 hours.

**Base Point Value:** 700.

#### Force Level 1

**Units Required:** 25, 30, A31, 3A32, 1E32; 6 dummies.

**Command Units:** HQ25, HQ30.

**Victory Point Multiplier:** 1.0.

**Special Rules:** In addition to their units, the Soviets receive 10 earthmoving points and one Mi-8 minelaying sortie. The GMZ has 4 loads of mines.

**Games Required:** *Boots & Saddles* (map only) and *Reinforcements*.

#### Scenario 8: Defense of a River Line

**Description:** A NATO counterattack is developing against a thin Soviet river defense line. The Soviet player must prevent NATO forces from breaking through into the division's rear area.

**Victory:** Victory points are awarded for the following:

*For each step of NATO units eliminated: 2 points.*

*If no NATO units exit the east edge of the map: 25 points.*

**Total Scenario Length:** 24 turns.

**Off-Board Artillery:** One step (1A11) of BM-27 rocket launchers is deployed 50 hexes off-board. It may fire one fire mission only: one shot of artillery-delivered AT mines. It is an army-level unit.

**Command Ratings:** Generate command ratings for 2 HQs.

**Initial Deployment:** All units begin the game deployed anywhere on either map east of the river, and have been in position for 2 hours.

**Base Point Value:** 800.

#### Force Level 1

**Units Required:** 1A, 4, 5A, R-91, 1AT-91, 2AT-91, 5E-91, 6E-91, 7E-91; 5 dummies.

**Command Units:** HQ4, HQ10.

**Victory Point Multiplier:** 1.0.

**Game Required:** *Assault*.

### **Scenario 9: Deliberate Assault**

**Description:** After a Soviet drive has stalled in the face of mobile NATO forces, a fresh motorized rifle regiment attempts a deliberate assault to restore the tempo of advance.

**Victory:** Victory points are awarded for the following:

*For each step of NATO units eliminated: 2 points.*

*For each step of Soviet AFVs exited off the west map edge before turn 18: 2 points.*

*For each step of Soviet AFVs exited off the west map edge before turn 24 but on or after turn 18: 1 point.*

**Total Scenario Length:** 18 turns.

**Off-Board Artillery:** One battalion (6 full-strength units: 1A10, 2A10, 1B10, 2B10, 1C10, and 2C10) of S152 152mm howitzers is deployed 30 hexes off-board. The battalion is a division-level unit.

**Command Ratings:** Generate command ratings for 7 HQs and 1 TOC.

**Initial Deployment:** All units may begin the game deployed anywhere on or east of hex row 2500 on map A. Alternatively, some or all units may be held off-map and enter beginning turn 1.

**Base Point Value:** 2000.

#### **Force Level 1**

**Units Required:** 1, 4, 5, 13, 14, 91, HQ10, OPA10, OPB10, OPC10; 8 dummies.

**Command Units:** HQ1, HQ4, HQ5, HQ10, HQ13, HQ14, HQ-91; TOC-91.

**Special Rules:** There GMZ has no mines.

**Games Required:** *Assault* and *Boots & Saddles*.

## Scenarios

The point values below are for use in creating new force levels for the scenarios as explained in the *Assault* series module *Reinforcements*, Rule 34. The base point values given in each scenario folder are also for use with this system.

For those who don't have *Reinforcements*, one force level is included for each scenario. At least one other series game or module is needed to play each force level, and this is listed in the scenario description; if only the map is needed, that fact is noted, and any other map can be substituted if necessary.

## Unit Types Point Value Table

German Units		U.S. Units		Soviet Units			
PAH-1.....	20	infantry A.....	4	M728.....	10 (5)	IMR.....	6 (5)
Leo 2.....	24	infantry B.....	3	M9.....	4 (5)	BAT-M.....	2 (5)
Leo 1.....	10	infantry C.....	2	AVLB.....	3	MTU-55.....	3
Luchs.....	3	PiPz.....	6 (5)	Ribbon.....	5	TMM.....	1
Marder.....	4	PR.....	2 (5)	engineer.....	4 (2)	PMP.....	5
M113.....	2	Biber.....	3	M128.....	360	GSP.....	5
Fuchs.....	2	FSB.....	5	UH1H sortie.....	60	PTS-M.....	4
Jaguar.....	10	engineer.....	4 (2)	MICLIC.....	1	engineer.....	4 (2)
120mm.....	34	MiW.....	400	FASCAM AT.....	30	M1979.....	4
Gepard.....	20	MiV.....	320	FASCAM AP.....	10	GMZ.....	96
						Mi-8 sortie.....	60
						BM-27 AT.....	192

**Notes:** Numbers in parentheses are added to the point total once for each hour of pregame engineering work. Add 1 point per hour for each 2 extra earthmoving points (not counting those in units above). Also add 5 points for each hull-down position or entrenchment built by infantry or tanks.

A sortie is one load of mines for one step of helicopters, whether before or during the game. Points for FASCAM and BM-27 mine are for one shot by one step.

## Unit Point Totals Table

German Units		U.S. Units		Soviet Units					
1.....	650	5 (PzG) is identical to 4	7.....	390	6.....	853	E-91.....	211 (11)	
HQ-1.....	44	5 (Pz).....	400	HQ-7.....	30	E-6.....	9	E-92 is identical to E-91	
TOC-1.....	42	C-5.....	66	TOC-7.....	44	13.....	716 (34)	32.....	348 (35)
A-1, B-1, C-1..	188	6 (PzG).....	288	A-7, B-7.....	90	HQ-13.....	21	HQ32.....	21
2 is identical to 1		HQ-6.....	24	C-7.....	90	TOC-13.....	44	A32.....	200
3.....	342	TOC-6.....	42	D-7.....	46	A-13.....	460 (17)	B32.....	44
HQ-3.....	30	A-6, B-6.....	66	A-8, C-8.....	80	B-13.....	100 (17)	C32.....	56
TOC-3.....	42	C-6.....	90	B-8, D-8.....	100	E-13.....	91	D32.....	21 (20)
A-3, B-3, C-3...	90	6 (Pz).....	528	A-9, B-9.....	82	E-R.....	463 (32)	E32.....	6 (15)
4.....	392	HQ-6.....	44	10 (-).....	1643 (49)	Each tank company..(1)			
HQ-4.....	24	TOC-6.....	42	A-10, B-10...	771 (12)				
TOC-4.....	42	A-6.....	66	D-10.....	101 (25)				
M-4.....	136	B-6, C-6.....	188	S-B.....	20				
A-4, B-4.....	66			AT-B.....	82				
C-4.....	58			E-B.....	1504 (13)				

**Note:** Point totals above do not include Stinger. If using Stinger, add 4 points per equipped company.