

AssaultTM

Tactical Combat in the 80's

Soviet Scenario Information

Scenario 1: Probe

Description: Soviet forces must enter the board and probe U.S. positions. If the positions are weak, the probing force must push through and create a breach. If resistance is substantial, the force must vigorously attack the enemy to destroy the force or, failing that, tie them down and possibly draw reserves from other, more critical areas.

Victory: Victory points are awarded for the following:

For each step of U.S. units eliminated: 2 points.

For each step of Soviet AFVs exited off the west map edge before turn 12: 2 points.

For each step of Soviet AFVs exited off the west map edge before turn 18 but on or after turn 12: 1 point.

Total Scenario Length: 18 turns.

Command Ratings: Generate command ratings for 2 HQs.

Force Level 1

Units Required: 9, R-91, A4, A5.

Command Units: HQ9.

Victory Point Multiplier: 0.8.

Force Level 2

Units Required: 1, R-91, A4, A5.

Command Units: HQ1.

Victory Point Multiplier: 0.8.

Force Level 3

Units Required: 6, R-91, A1, A10.

Command Units: HQ6

Victory Point Multiplier: 1.2.

Force Level 4

Units Required: 4, R-91, A5, A9.

Command Units: HQ4.

Victory Point Multiplier: 1.

Force Level 5

Units Required: 4, 9, R-91, A5.

Command Units: HQ4, HQ9.

Victory Point Multiplier: 0.6.

Force Level 6

Units Required: 1, 6, R-91, A10.

Command Units: HQ1, HQ6.

Victory Point Multiplier: 0.8.

Scenario 2: Meeting Engagement

Description: The front has been broken open and a Soviet division has been released to initiate the pursuit phase. The Soviet player, commanding the advanced guard of the division, must

spearhead that advance in the face of scattered U.S. resistance and possible counterattack forces.

Victory: Victory points are awarded for the following:

For each step of U.S. 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 turn in which the off-board artillery is deployed: minus 5 points.

Total Scenario Length: 24 turns.

Off-Board Artillery: The player has one battalion (six full-strength units) of 152mm howitzers. In force levels 1 and 2 the battalion is the 5th Battalion, composed of Sau-152s (1A5, 2A5, 1B5, 2B5, 1C5, 2C5). In force levels 3-6 it is the 10th Battalion, composed of D-20s. The battalion is undeployed and 50 hexes off-board. The entire battalion must deploy together. The battalion is a regimental-level unit.

Command Ratings: Generate command ratings for 8 HQs and 1 TOC.

Force Level 1

Units Required: 1, 6, 7, 8, 10, HQ-91, TOC-91, R-91, AT-91, M-91, HQ5, OPA5, OPB5, OPC5.

Command Units: HQ-91, HQ1, HQ5, HQ6, HQ7, HQ8, HQ10; TOC-91.

Victory Point Multiplier: 0.6.

Force Level 2

Units Required: 1, 2, 6, 7, 8, 10, HQ-91, TOC-91, R-91, AT-91, M-91, HQ5, OPA5, OPB5, OPC5.

Command Units: HQ-91, HQ1, HQ2, HQ5, HQ6, HQ7, HQ8, HQ10; TOC-91.

Victory Point Multiplier: 0.5.

Force Level 3

Units Required: 1, 2, 3, 4, 5, HQ-91, TOC-91, R-91, HQ10, OPA10, OPB10, OPC10.

Command Units: HQ-91, HQ1, HQ2, HQ3, HQ4, HQ5, HQ10; TOC-91.

Victory Point Multiplier: 0.6.

Force Level 4

Units Required: 1, 2, 3, 4, 5, 6, HQ-91, TOC-91, R-91, HQ10, OPA10, OPB10, OPC10.

Command Units: HQ-91, HQ1, HQ2, HQ3, HQ4, HQ5, HQ6, HQ10; TOC-91.

Victory Point Multiplier: 0.5.

Force Levels 5 and 6

Units Required: 1, 4, 5, HQ-91, TOC-91, R-91, HQ10, OPA10, OPB10, OPC10.

Command Units: HQ-91, HQ1, HQ4, HQ5, HQ10; TOC-91.
Victory Point Multiplier: 1.5.

Scenario 3: Counterattack

Description: Soviet forces have temporarily halted in the face of mounting resistance and due to having outrun their supporting echelons. The Soviet player must defend his forward positions to serve as a springboard for a renewal of the offensive. If sufficient reserves become available, he must go over to the attack and destroy U.S. forces with which he is engaged.

Victory: Victory points are awarded for the following:

For each step of U.S. units eliminated: 1 point.

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 of the following towns held (at least one Soviet and no U.S. units present in any hex of town) at the end of the scenario: 10 points.

Steinmark, Rettersheim, Tiefenthal, Hundsruck.

Total Scenario Length: 24 turns.

Off-Board Artillery: One battalion (six full-strength units: 1A10, 2A10, 1B10, 2B10, 1C10, and 2C10) of D-30 122mm howitzers is deployed 20 hexes off-board. In addition, in force levels 2, 3, and 5, one battalion (six full-strength units: 1A11, 2A11, 1B11, 2B11, 1C11, 2C11) of BM-21 multiple rocket launchers is deployed 20 hexes off-board. Restrictions are mentioned in special rules. In both cases, the entire battalion must deploy together. Both battalions are regimental level units.

Command Ratings: Generate command ratings for 8 HQs and 2 TOCs.

Initial Deployment: Initial units may be deployed, under cover if desired, anywhere on map A.

Special Rule: HQ-92 is an additional command unit in all force levels. It is permanently off-board and cannot enter. 1R-91, 2R-91, 1AT-91, and 2AT-91 are subordinate to the 92nd Regiment, not the 91st Regiment.

Force Level 1

Units Required: 1, HQ6, A6 (infantry only; no BTR-70s), B6, C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ1, HQ6, HQ7.

Subordination: 6 and 7 are subordinate to the 92nd Regiment; 1, 9, and 10 are not.

Victory Point Multiplier: 1.2.

Force Level 2

Units Required: 1, 2, 3, 4, 5, HQ-91, TOC-91, HQ6, A6 (infantry only; no BTR-70s), B6, C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ-91, HQ1, HQ2, HQ3, HQ4, HQ5, HQ6, HQ7; TOC-91.

Subordination: 1, 2, 3, 4, 5, and 10 are subordinate to the 91st Regiment. 6 and 7 are subordinate to the 92nd Regiment.

Victory Point Multiplier: 0.5.

Special Rule: The BM-21 battalion may fire a maximum of two fire missions during the scenario. Fire missions may be called beginning on turn 6.

Force Level 3

Units Required: 1, HQ6, A6 (infantry only; no BTR-70s), B6,

C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ1, HQ6, HQ7.

Subordination: 6 and 7 are subordinate to the 92nd Regiment; 1, 9, and 10 are not.

Victory Point Multiplier: 1.

Special Rule: The BM-21 battalion may fire a maximum of one fire mission during the scenario. The fire mission may be called beginning on turn 6.

Force Level 4

Units Required: 4, 8, A1, A5, HQ6, A6 (infantry only; no BTR-70s), B6, C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ4, HQ8, HQ6, HQ7.

Subordination: 6 and 7 are subordinate to the 92st Regiment; 1, 4, 5, 8, 9, and 10 are not.

Victory Point Multiplier: 0.8.

Force Level 5

Units Required: HQ6, A6 (infantry only; no BTR-70s), B6, C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ6, HQ7.

Subordination: 6 and 7 are subordinate to the 92nd Regiment; 9 and 10 are not.

Victory Point Multiplier: 1.

Special Rule: The BM-21 battalion may fire a maximum of one fire mission during the scenario. The fire mission may be called beginning on turn 6.

Force Level 6

Units Required: A1, HQ6, A6 (infantry only; no BTR-70s), B6, C6, M6, HQ7, A7, B7, M7, A9, 1R-91, 2R-91, 1AT-91, 2AT-91, OPA10, OPB10.

Command Units: HQ6, HQ7.

Subordination: 6 and 7 are subordinate to the 92nd Regiment; 1, 9, and 10 are not.

Victory Point Multiplier: 1.5.

Soviet Scenario Chart: Scenario 3

Unit	Force Level						Unit	Force Level						Unit	Force Level						
	1	2	3	4	5	6		1	2	3	4	5	6		1	2	3	4	5	6	
HQ-91*		8					HQ4*		8		4			HQ7*	S	S	S	S	S	S	
TOC-91		8					1A4*		8		4			AT7*	S	S	S	S	S	S	
1R-91	S	S	S	S	S	S	2A4*		8		4			1A7*	S	S	S	S	S	S	
2R-91	S	S	S	S	S	S	3A4*		8		4			2A7*	S	S	S	S	S	S	
1AT-91	S	S	S	S	S	S	1B4*		8		6			3A7*	S	S	S	S	S	S	
2AT-91	S	S	S	S	S	S	2B4*		8		6			1B7*	S	S	S	S	S	S	
HQ1	6	4	4				3B4*		8		6			2B7*	S	S	S	S	S	S	
1A1	4	4	4	4		4	1C4*		8		8			3B7*	S	S	S	S	S	S	
2A1	6	4	4	6		6	2C4*		8		8			OPM7*	S	S	S	S	S	S	
3A1	6	4	4	8		8	3C4*		8		8			1M7*	S	S	S	S	S	S	
1B1	6	4	4				OPM4*		8		8			2M7*	S	S	S	S	S	S	
2B1	6	4	4				1M4*		8		8			HQ8*				8	8		
3B1	6	4	4				2M4*		8		8			AT8*				8	8		
1C1	6	4	4				HQ5*		8					1A8*				8	8		
2C1	6	4	4				OPA5*		8		8			2A8*				8	8		
3C1	6	4	4				1A5		8		8			3A8*				8	8		
HQ2		6					2A5		8		8			1B8*				8	8		
1A2		6					OPB5*		8					2B8*				8	8		
2A2		6					1B5		8					3B8*				8	8		
3A2		6					2B5		8					1C8*				8	8		
1B2		6					OPC5*		8					2C8*				8	8		
2B2		6					1C5		8					3C8*				8	8		
3B2		6					2C5		8					OPM8*				8	8		
1C2		6					HQ6*	S	S	S	S	S	S	1M8*				8	8		
2C2		6					AT6*	S	S	S	S	S	S	2M8*				8	8		
3C2		6					1A6+	S	S	S	S	S	S	HQ9					8		
HQ3		8					2A6+	S	S	S	S	S	S	1A9	S	S	S	S	S	S	
1A3		8					3A6+	S	S	S	S	S	S	2A9	S	S	S	S	S	S	
2A3		8					1B6*	S	S	S	S	S	S	3A9	S	S	S	S	S	S	
3A3		8					2B6*	S	S	S	S	S	S	1C9					8		
1B3		8					3B6*	S	S	S	S	S	S	2C9					8		
2B3		8					1C6*	S	S	S	S	S	S	3C9					8		
3B3		8					2C6*	S	S	S	S	S	S	OPA10*	S	S	S	S	S	S	
1C3		8					3C6*	S	S	S	S	S	S	OPB10*	S	S	S	S	S	S	
2C3		8					OPM6*	S	S	S	S	S	S	Dummies	5/S	5/S	5/S	5/S	5/S	5/S	
3C3		8					1M6*	S	S	S	S	S	S		9/4		10/6	1/4	10/4	9/4	
							2M6*	S	S	S	S	S	S		1/6			3/6	10/6	9/6	
														3/8			5/8		2/8		
														Entr.	8	8	8	8	8	8	