

Reinforcements

New U.S. and Soviet Units for Assault

Reinforcements

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Module Credits

Research and Design: Frank Chadwick

Development: John Harshman

Research Assistance and Technical Advice: Henry Cord Meyer III, Paul R. Banner, Joseph Bermudez, and Eric McGrath

Playtesting: The Champaign Military Games Club

Art Director: Paul R. Banner

Cover Designer: Barbie Pratt

Cover Illustrator: Steve Venters

Introduction

Reinforcements is a module in the *Assault* series, a tactical level simulation of ground combat in Europe in the 1980's. In order to use this module, players must also have either *Assault* or *Boots & Saddles*; for full use, they must have both. This module includes new U.S. and Soviet units plus a point system to allow players to design new force levels for existing *Assault* scenarios.

This folder is divided into three sections. The first consists of new rules. The second consists of additions and exceptions to previous *Assault* rules. The third is a new scenario plus notes on scenarios 1-3.

Section I

Module Components

This module consists mostly of new unit counters, described below. It also includes a direct/indirect fire chart for the new unit types, unit organization charts for the new units, a briefing folder, and this rules folder.

New Units: Most counters in this module make up complete new units. These are the U.S. 11th Battalion, 12th Squadron, and B and C Batteries of the 7th Battalion; and the Soviet 94th Regiment, 23rd through 31st Battalions, and the recon company of a *desant* division.

Additions: There are several counters which may be added to units included in *Assault* and *Boots & Saddles*.

1. Organic ground transport for the Soviet 93rd Brigade and U.S. 9th Battalion; this is used if the unit (or part of the unit) enters on the ground instead of by helicopter.

2. The ground elements of the U.S. 5th Squadron (air elements are in *Boots & Saddles*); this completes the squadron.

3. Assault gun batteries and MRL platoons for the Soviet 91st and 92nd Regiments; these are "Suvorov" units (see the briefing folder) and may be added to those regiments at the players' discretion.

Changes: Counters are provided to change the organizations of some units:

1. New mortar platoons for the U.S. 1st and 2nd Battalions; substitute them for the old mortar platoons.

2. Counters to change the U.S. 3rd Battalion to the Army of Excellence (AOE) organization.

3. A revised organization for the Soviet 15th Battalion.

4. Alternate counters (ZSU-23 and SA-13) to be freely substituted for the current ZSU-30 and/or SA-9 counters in the air defense companies of the 91st and 92nd Regiments.

Rule 34: Creating New Force Levels

This rule allows players to create new force levels for existing scenarios. Point values are assigned to all units, totalled, and the total is compared to the scenario's base point value to determine a victory point multiplier. However, this system is not intended to be used in competition—players should not use it to "buy" their units before a game. The point values listed are only a rough guide, and the system is too open to abuse if players try to use it to their advantage. It is intended instead as a tool for balancing an impartially created force level. Ideally, several force levels should be created at a time by an uninvolved third party or designed by players long before a game (before sides are chosen).

A. Point Values: Each type of unit is assigned a point value per step, representing a rough assessment of its game usefulness; these are given on the unit types point value table.

The value of a unit is the total of the value of all its steps; thus the value of a platoon is (usually) twice the value listed on this table. The total values of all companies, battalions, and regiments in *Assault*, *Boots & Saddles*, and *Reinforcements* are given on the unit point totals table.

The value of a force level is the total of the values of all units in the force level (including off-board artillery, Stinger/SA-7, and entrenchments).

In designing a force level, first determine which units are used and total their values.

B. Base Point Value: Each side in each scenario has a base point value; base point values for scenarios 1 to 3 are given below.

Base Point Values		
Scen.	U.S.	Soviet
1	400	600
2	1200	1200
3	2000	1350

C. Victory Point Multiplier: To determine a force level's victory point multiplier, divide the scenario's base point value by the force level's total point value and round off to the nearest

tenth (round 0.05 up). For example, if a Soviet force level in scenario 1 totals 814 points, the victory point multiplier is $600/814$, or 0.7. If the multiplier is greater than 5 or less than 0.5, add or subtract units until the multiplier falls within those bounds.

D. Other Considerations:

1. *Doctrine:* Force levels 1-12 are all based on U.S. and Soviet doctrine. The briefing notes provide a rough guide to what's reasonable, although almost anything can arise in the confusion of combat.

2. *Entry and Dummies:* Entry times are not very important to game balance unless one side has a very strong advantage for a very long time, for example if one player receives all his troops on turn 1 and the other receives none until turn 9. Dummies can make up for much of this by disguising the true situation. Force levels 1-12 are arranged in groups which receive the same number of counters as reinforcements each turn, some dummies and some real units. This means that a player can't tell what force level the enemy has from the quantity of reinforcements. This should also be kept in mind in designing new force levels: use dummies to disguise the situation and try to match the number of counters appearing each turn to other force levels. Dummies have no point value.

3. *Off-Board Artillery:* This may be varied with the force level; if any is assigned, its value must be added to the force level. Some of the printed scenarios place restrictions on off-board artillery; in such cases, the unit's point total should be reduced. In Soviet scenario 2, the off-board artillery costs victory points to deploy; if this restriction is used, divide the artillery's point value by 2. In Soviet scenario 3 (in *Assault*), the BM-21 battalion is restricted to either one or two missions; in the first case, multiply its value by $\frac{1}{3}$; in the second, multiply by $\frac{2}{3}$.

4. *Stinger and SA-7:* These missiles may be used or left out, depending on whether or not the force level is intended for use with helicopters. If used, their values must be added to the force level.

5. *Entrenchments:* These are determined by the scenario, and their point costs must be added into each force level.

E. Victory Conditions (Optional): The point values can also be used to refine the victory conditions. Whenever a scenario

gives 2 victory points per enemy step eliminated, instead use the step's point value divided by 5; when the scenario gives 1 point per step, use its point value divided by 10.

Rule 35: Special Units in Reinforcements

A. BTR-60 (Optional): The Soviet BTR-60 is particularly prone to engine breakdown; however, this does not bring the APC to a total halt, since it has two engines and can run at reduced speed using only one. The force level designer can represent this in either of two ways.

1. A percentage of BTR-60s can be deleted from the units, together with their passengers. This assumes that units which suffered breakdowns have been left behind to preserve the tempo of advance.

2. A percentage of BTR-60s can be assigned a movement allowance of 2 (give them a point value of 1.5 per step). This assumes that the advance has been delayed long enough for the slower units to catch up.

In both cases, the force level designer chooses the percentage and which specific units are affected. A reasonable level is 10 to 20 percent. Obviously, option 1 may be used on individual steps in a platoon (producing a unit with a step loss), while option 2 must be inflicted on a whole platoon.

B. T-62A and T-62M: There are two variants of the T-62. In game terms, they differ only in their armament. The counters do not differentiate between types, although the direct fire data chart does. The force level designer must state in the force level description which type of T-62 is being used.

Section II

Rule 3: Organization

The Soviet company R-D is subordinated directly to its division. D is the division designation and stands for *desant*. The company may be cross-attached to another unit or retained as an independent company, as desired by the player.

Rule 8: Transport

A. Which Units May Be Transported: When carried by a helicopter, the BMD is counted as having 6 times its actual number of steps.

Rule 30: Anti-Aircraft Missiles

B. Stinger and SA-7: One issue of Stinger is also given to each ground maneuver company of a U.S. divisional cavalry squadron (A5 and B5). One issue of SA-7 is also given to each maneuver company of a Soviet *desant* infantry or *desant* assault gun battalion (25, 26, 27, and 29).

Rule 32: Radar

The Soviet SA-13 has radar, just like the M988, ZSU-30, and ZSU-23.

Section III

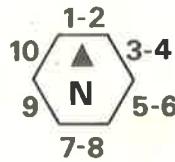
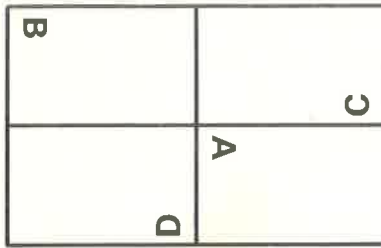
Scenario 4: Breakout from Encirclement

U.S. Information

Description: In the aftermath of a U.S. counterattack, a Soviet force has been pocketed. (Alternate scenario: a *desant* unit has

landed behind U.S. lines and reserves have contained the airhead.) The U.S. player must prevent a breakout toward Soviet lines and begin the reduction of the pocket.

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 AFV exits the east edge of the map: 25 points.

Total Scenario Length: 18 turns.

Off-Board Artillery: As determined by force level.

Command Ratings: Generate command ratings for 18 HQs and 2 TOCs.

Initial Deployment: Initial units may be deployed, under cover if desired, anywhere 15 hexes or more away from hex 3201, map D.

Entry: Most units should start on the map. Other units may be slated for entry on any board edge during turns 2, 4, or 6.

Base Point Value: 1500.

Soviet Information

Description: Premature initiation of the pursuit phase followed by a U.S. counterattack has cut off Soviet forward elements. (Alternate scenario: A *desant* unit has landed in the midst of an unexpected concentration of U.S. forces.) The Soviet player must break free of the encirclement, toward Soviet lines if possi-

ble, with minimum losses.

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 east map edge: 4 points.

For each step of Soviet AFVs exited off the north edge of map C or the south edge of map A: 2 points.

For each step of Soviet AFVs exited off any other map edge: 1 point.

Total Scenario Length: 18 turns.

Off-Board Artillery: None.

Command Ratings: Generate command ratings for 6 HQs and 1 TOC.

Initial Deployment: Initial units may be deployed, under cover if desired, anywhere within 10 hexes of hex 3201, map D.

Entry: All Soviet units start on the map.

Base Point Value: 1000.

Scenarios 1-3

Victory multipliers in force levels 1-12 were produced using a preliminary version of the point system, which has evolved considerably since then. Consequently, victory multipliers under the new system are different; here are the new values.

Force Level	Scenario 1		Scenario 2		Scenario 3	
	U.S.	Sov.	U.S.	Sov.	U.S.	Sov.
1	0.8	1.4	1.3	0.8	0.9	1.3
2	0.5	1.2	2.4	0.7	0.9	0.5
3	1.2	1.6	1.3	0.7	1.0	1.2
4	0.4	1.3	3.4	0.6	1.2	1.0
5	1.2	0.9	1.6	1.0	1.2	1.2
6	1.0	1.0	1.9	1.0	1.4	1.7
7	1.1	1.7	1.4	1.0	0.9	1.9
8	0.7	1.4	2.1	0.7	0.9	1.2
9	0.8	5.5	0.9	0.6	0.7	0.8
10	0.7	3.2	1.2	1.4	0.8	1.2
11	0.5	1.0	1.1	2.1	1.4	2.3
12	0.6	0.9	1.3	1.3	1.0	1.4

Unit Types Point Value Table

U.S. Units

AH-64.....	100
AH-1.....	60
UH-60.....	12
UH-1H.....	8
OH-58.....	8
M1.....	20
M60.....	12
M2.....	10
M3.....	10
M113.....	2
M901.....	10
ACCV.....	2
M106.....	32
M125.....	24

Soviet Units

Mi-24E.....	60	BMD.....	6	Grad-P.....	24
Mi-24D.....	40	BTR-70.....	2	motorcycle.....	2
Mi-8E.....	40	BTR-60.....	2	rapira-3.....	4
Mi-8C.....	20	MT-LB.....	2	SD-44.....	3
Mi-2.....	8	ACRV.....	2	SPG-9.....	2
Mi-26.....	32	BRDM-2.....	2	AT-4.....	3
T-80.....	16	BRDM-2 w/AT-5.....	8	M-43.....	16
T-72.....	14	BMD-U.....	2	ZU-23.....	8
T-64.....	12	BTR-70PU.....	2	infantry.....	2
T-62A.....	8	BTR-60PU.....	2	OP.....	2
T-62M.....	10	SA-9.....	32	SA-7.....	4
ASU-85.....	6	SA-13.....	40	BM-21.....	32
Su-130.....	14	ZSU-23.....	16	D-30.....	16
IT-1.....	10	ZSU-30.....	20	SAU-152.....	32
BMP-A.....	6	AM-82.....	24	D-20.....	24
BMP-B.....	8	SAU-122.....	24		

Notes: All point values are per step. All trucks and jeeps are 1 point per step. Add 2 points per step for recon units (all units marked with an asterisk except HQs, TOCs, and OPs).

An HQ is worth 20 points and a TOC is worth 40 points, regardless of its number of steps. If the HQ or TOC is a vehicle unit, it also receives points for its vehicles. For example, a full-strength TOC mounted in M577s is worth 44 points: 40 for the TOC and 2 for each step of M577s.

Unit Point Totals Table

U.S. Units

Assault

1	856
HQ-1	40
TOC-1	44
S-1	36
M-1	96
A-1, B-1,	
C-1, D-1	160
2	744
HQ-2	30
TOC-2	44
S-2	36
M-2	96
A-2, B-2,	
C-2, D-2	114
E-2	82
3	550
HQ-3	22
TOC-3	44
S-3	12
M-3	64
A-3, B-3, C-3	106
AT-3	90
Boots & Saddles	
4	632
HQ-4	32
TOC-4	44
S-4	12
M-4	128
A-4, B-4,	
C-4, D-4	104
C-5, D-5	168
6	844
HQ-6	40
TOC-6	44
A-6, B-6, C-6	200
D-6	160
A-7	166
8	1048
HQ-8	28
A-8, B-8, C-8	340

9	372
HQ-9	20
TOC-9	40
AT-9	84
A-9, B-9, C-9	44
M-9	96
10	344
HQ-10	32
A-10, B-10,	
C-10	104
Reinforcements	
1	888
M-1	128
2	776
M-2	128
3	528
M-3	128
A-3, B-3,	
C-3, D-3	58
5	718
HQ-5	30
TOC-5	44
S-5	8
M-5	96
A-5, B-5	102
B-7	94
C-7	214
9	397
HQ-9	21
TOC-9	42
AT-9	97
A-9, B-9, C-9	45
M-9	102
11	256
HQ-11	28
A-11, B-11,	
C-11	76
12	1456
HQ-12	32
A-12, B-12	340
C-12, D-12,	
E-12	248

Soviet Units

Assault

91	188
HQ-91	22
TOC-91	42
R-91	28
AT-91	48
M-91	48
1	324
HQ1	36
A1, B1, C1	96
2 and 3 are identical to 1	
4	279
HQ4	28
A4, B4, C4	60
M4	71
5	322
HQ5	22
A5, B5, C5	100
6	175
HQ6	22
AT6	10
A6, B6, C6	24
M6	71
7 and 8 are identical to 6	
9	248
HQ9	32
A9, B9, C9	72
10	234
HQ10	21
A10, B10, C10	71
Boots & Saddles	
92	292
AD-92	104
91 and AD-91 are identical to 92	
and AD-92	
93	226
HQ-93	20
TOC-93	40
R-93	16
AT-93	48
M-93	66

ATG-93	12	AT-93	48
AD-93	24	15	158
11 and 12 are identical to 9		HQ15	22
13	241	A15, B15	60
HQ13	26	C15	16
A13, B13, C13	48	R-D	12
M13	71	AG-91	56
14 is identical to 4		MRL-91	48
15	110	94	212
HQ15	22	HQ-94	24
A15	64	TOC-94	42
B15, C15	12	AT-94	48
16	66	M-94	71
HQ16	20	AD-94	27
AT16	10	23	172/210
A16, B16, C16	12	HQ23	28/30
17 is identical to 16		A23, B23,	
18	440/640	C23	48/60
aHQ18	60/80	24	286
bHQ18	60/80	HQ24	34
A18, B18, C18,		A24, B24, C24	84
D18	80/120	25	175
19	120/220	HQ25	22
HQ19	40/60	AT25	10
A19, B19	40/80	A25, B25, C25	24
20	148	M25	71
HQ20	52	26	148
A20, B20, C20	32	HQ26	22
21	148/228	A26, B26, C26	42
HQ21	28	27 and 28 are identical to 26	
A21	80/120	29	134
B21	40/80	HQ29	26
22 is identical to 5		A29, B29, C29	36
Reinforcements		30	118
93	241	HQ30	22
HQ-93	21	A30, B30	24
TOC-93	42	C30	48
R-93	16	31	210
M-93	71	HQ31	30
ATG-93	16	A31, B31, C31	60
AD-93	27		

Note: Point totals above do not include Stinger. If using Stinger, add 4 points per equipped company. For example, 1st Battalion would be increased by 16 points.

Notes: Point totals above do not include SA-7. If using SA-7, add 4 points per equipped company. For example, 4th Battalion would be increased by 12 points.

The two point totals for 18 and A21 are used for units equipped with the Mi-24D and Mi-24E, respectively. The two point totals for 19 and B21 are used for units equipped with the Mi-8C and Mi-8E, respectively. The two point totals for 23 are used for units equipped with T-62A and T-62M, respectively.