

Assault

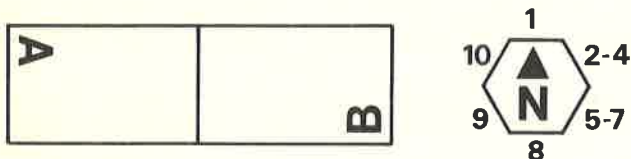
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US Scenario Information

Scenario 1: Probe

Description: A US screening and blocking force is in position to cover a gap between major US units. The US player must deny passage to a Soviet screening force and, if sufficient reinforcements become available, destroy it.

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



Victory: Victory Points are awarded for the following—
For each step of Soviet units eliminated: 1 point.
If no Soviet units exit the west edge of the map: 10 points.
Total Scenario Length: 18 turns.

Off-Board Artillery: One battery (two units) of M-109 155mm howitzers is available deployed 16 hexes off-board.

Off-Board Command: None.

Command Ratings: Generate command ratings for one battalion (use markers labeled A) and four component companies.

Initial US Deployment: Those units which may be deployed on-map at the start of the scenario may be deployed under cover.

Force Level 1:

Deploy Initially anywhere on Map A: All of A company, 3rd Battalion (9 units). First and second sections of 3rd Battalion's anti-tank platoon (2 units). First platoon, B company, 1st Battalion (1 unit). 3 entrenchments.

Enter Turn 8: Rest of B company, 1st Battalion (3 units). 6 dummies.

Enter Turn 10: 3 dummies.

Subordination: A company of the 3rd is the first company generated. B company of the 1st is the second company generated. All units initially on the board are attached to A company of the 3rd.

Victory Point Multiplier: 1.5.

Force Level 2:

Deploy Initially Anywhere on Map A: Same as in force level 1.

Enter Turn 8: B company, 3rd Battalion (9 units).

Enter Turn 10: Rest of B company, 1st Battalion (3 units).

Enter Turn 11: HQ, TOC, and mortar platoon of 3rd Battalion (3 units); Third, fourth, fifth and sixth sections of 3rd Battalion's

anti-tank platoon (2 units).

Subordination: The battalion generated for the scenario is the 3rd Battalion. A company, 1st Battalion is attached, and will use the command rating generated for D company of the 3rd.

Victory Point Multiplier: 1.

Force Level 3:

Deploy Initially Anywhere on Map A: All of 1st Battalion's scout platoon. (3 units). 9 dummies. 3 entrenchments.

Enter Turn 8: A company, 2nd Battalion (8 units). 1 dummy.
Enter Turn 10: 3 dummies.

Subordination: The battalion generated is the 2nd Battalion.
Victory Point Multiplier: 2.5.

Force Level 4:

Deploy Initially Anywhere on Map A: All of the scout platoon of 1st Battalion (3 units). All of A company of the 1st Battalion (4 units). 5 dummies. 3 entrenchments.

Enter Turn 8: All of D company, 2nd Battalion (8 units). HQ, 1st Battalion (1 unit).

Enter Turn 10: TOC and mortar platoon of 1st Battalion (3 units).

Enter Turn 11: All of B company, 1st Battalion (4 units). All of C company, 1st Battalion (4 units).

Subordination: The battalion generated is the 1st. D company of the 2nd is attached and uses the command rating of D company of the 1st.

Victory Point Multiplier: 0.5.

Force Level 5:

Deploy Initially Anywhere on Map A: First platoon of A company, 3rd Battalion (2 units). First section of 3rd Battalion's anti-tank platoon. (1 unit). First platoon of B company, 1st Battalion (1 unit). First section of 1st Battalion's scout platoon (1 unit). 7 dummies. 3 entrenchments.

Enter Turn 8: HQ and second platoon of B company, 1st Battalion (2 units). 7 dummies.

Subordination: The battalion generated is the 1st Battalion. All units are attached to B company, 1st Battalion.

Victory Point Multiplier: 2.5.

Force Level 6:

Deploy Initially Anywhere on Map A: First section of 1st Battalion's scout platoon (1 unit). All of A company, 1st Battalion (4 units). 7 dummies. 3 entrenchments.

Enter Turn 8: Rest of 1st Battalion's scout platoon (2 units). All of first platoon of B company, 2nd Battalion (2 units). 5 dummies.

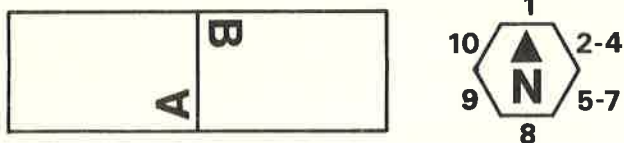
Subordination: The battalion generated is the 1st Battalion. All units are attached to A company, 1st Battalion.

Victory Point Multiplier: 1.5.

Scenario 2: Meeting Engagement

Description: The US front has been broken open and Soviet units in unknown strength are exploiting the breach. The US player must delay the spearhead units and, if sufficient force is available, seal off and eliminate the penetration.

Maps: The maps are laid out, and wind direction determined, as shown in the accompanying diagrams.



Victory: Victory points are awarded for the following—

For each step of Soviet units eliminated: 1 point.

If no Soviet unit exits the map by the end of the scenario: 10 points.

If no Soviet unit exits the map and there are no Soviet units on map A by the end of the scenario: 10 points (in addition to those awarded above).

For each step of US units exited off the east edge of the map, provided no Soviet units exited the west map edge: 2 points.

Total Scenario Length: 24 turns.

Off-Board Artillery: One battery (two units) of M-109 155mm howitzers, deployed 16 hexes off-board.

Off-Board Command: None.

Command Ratings: Generate the command ratings for one battalion and five companies (A through E).

Force Level 1:

Enter Turn 1: All of scout platoon, 1st Battalion (3 units). 3 dummies.

Enter Turn 3: All of A company of the 1st Battalion (4 units). All of B company, 1st Battalion (4 units).

Enter Turn 5: All of C company of the 2nd Battalion (8 units).

Enter Turn 7: All of D company of the 2nd Battalion (8 units). HQ, TOC and mortar platoon of 1st Battalion (4 units).

Enter Turn 9: 8 dummies.

Subordination: The battalion generated is the 1st Battalion. C and D company of the 2nd Battalion are attached and use the command ratings of C and D companies of the 1st.

Victory Point Multiplier: 1.5.

Force Level 2:

Enter Turn 1: All of scout platoon of 2nd Battalion (3 units). First section of E company, 2nd Battalion. (1 unit). First platoon of C company, 2nd Battalion (2 units).

Enter Turn 3: Rest of C company, 2nd Battalion (6 units). Second section of E company, 2nd Battalion (1 unit). 1 dummy.

Enter Turn 5: All of A company, 1st Battalion (4 units). 4 dummies.

Enter Turn 7: 10 dummies.

Subordination: No Battalion ratings are used in Scenario 2. C company of the second battalion uses the C company rating. A company of the 1st Battalion uses the A company rating. Both sections of E company, 2nd Battalion are attached to C company.

Victory Point Multiplier: 2.5.

Force Level 3:

Enter Turn 1: All of scout platoon, 2nd Battalion (3 units). First section of E company, 2nd Battalion (1 unit). First platoon of C company, 2nd Battalion (2 units).

Enter Turn 3: Rest of C company, 2nd Battalion (6 units). Second section of E company, 2nd Battalion. 1 dummy.

Enter Turn 5: All of A company of the first battalion (4 units). HQ and TOC of the 2nd Battalion (3 units). 1 dummy.

Enter Turn 7: All of B company of the 2nd Battalion (8 units). Third and fourth section of E company, 2nd Battalion (2 units).

Enter Turn 9: All of D company of the 2nd Battalion (8 units). Rest of E company of the 2nd Battalion (4 units). Mortar platoon of 2nd Battalion (2 units).

Subordination: The battalion generated is the 2nd Battalion. A company of the 1st battalion is attached and uses the command rating of A company of the 2nd.

Victory Point Multiplier: 1.5.

Force Level 4:

Enter Turn 1: All of scout platoon of the 3rd Battalion (3 units). First and second sections of 3rd Battalion's anti-tank platoon (2 units). First platoon of C company, 1st Battalion (1 unit).

Enter Turn 3: HQ and first platoon of A company, 3rd Battalion (4 units). Third and fourth sections of 3rd Battalion's anti-tank platoon (2 units). 2 dummies.

Enter Turn 5: Rest of A company, 3rd Battalion (5 units). 3 dummies.

Enter Turn 7: 10 dummies.

Subordination: No battalion ratings are used. All units are attached to A company of the 3rd Battalion. A company, 3rd battalion uses the HQ rating generated for A company.

Victory Point Multiplier: 5.

Force Level 5:

Enter Turn 1: Same as force level 4.

Enter Turn 3: Same as force level 4.

Enter Turn 5: Rest of A company, 3rd Battalion (5 units). Rest of C company, 1st Battalion (3 units).

Enter Turn 7: All of B company, 3rd Battalion (9 units). Fifth section of 3rd Battalion's anti-tank platoon (1 unit).

Enter Turn 9: HQ, TOC, mortar platoon and rest of anti-tank platoon of 3rd Battalion. (8 units). 6 dummies.

Subordination: The battalion generated is the 3rd Battalion. C company of the 1st Battalion is attached and uses the command rating for C company of the 3rd Battalion.

Victory Point Multiplier: 2.

Force Level 6:

Enter Turn 1: Same as force level 4.

Enter Turn 3: Same as force level 4.

Enter Turn 5: Rest of A company, 3rd Battalion (5 units). Rest of C company, 1st Battalion (3 units).

Enter Turn 7: All of B company, 1st Battalion (4 units). 6 dummies.

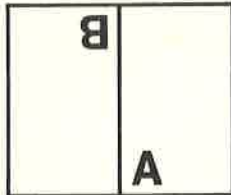
Subordination: No battalion ratings are used. Companies use the command ratings of like-lettered companies. All elements of the 3rd Battalion's anti-tank platoon are attached to A company of the 3rd Battalion.

Victory Point Multiplier: 2.

Scenario 3: Counterattack

Description: The Soviet local advance has been halted and Soviet motorized rifle units are holding the tip of a salient. The US player must counterattack to prevent a Soviet breakout and, if possible, destroy the Soviet defending forces.

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



Victory: Victory points are awarded as follows—

For each Soviet step eliminated: 1 point.

If no Soviet units exit the east map edge by the end of the scenario: 10 points.

Total scenario length: 18 turns.

Initial US deployment: In each force level used, all units may initially be deployed anywhere on map B. The US player sets up after the Soviet player. US units may not set up under cover.

Off-Board Artillery: The US player has one battalion (6 units) of M-109 155mm Howitzers deployed 12 hexes off-board. The US player also has one battery (2 units) of M-110 203mm howitzers deployed 20 hexes off-board.

Off-Board Command: The US player has 4 operations points available each movement phase from off-board sources.

Command Ratings: Regardless of the force level in use, generate two battalions with five companies (A through E) each.

Force Level 1:

Forces Available: All of 1st Battalion (23 units). All of 3rd Battalion (42 units). 2 dummies.

Subordination: The first battalion generated is 1st Battalion (Use ops points markers labeled A.) The second battalion generated is the 3rd Battalion (Use ops points markers labeled B).

Victory Point Multiplier: 1.

Force Level 2:

Forces Available: All of 1st Battalion (23 units). All of 2nd Battalion (48 units). 10 dummies.

Subordination: The first battalion generated is 1st Battalion (Use ops points markers labeled A). The second battalion generated is 2nd Battalion (Use ops points markers labeled B).

Victory Point Multiplier: 0.8.

Force Level 3:

Forces Available: All of 2nd Battalion except for D company and two sections of E company (38 units). All of 3rd Battalion except for A company and any three sections of the battalion anti-tank platoon (30 units). A company of the 1st Battalion (4 units). D company of the 1st Battalion (4 units). 15 dummies.

Subordination: The first battalion generated is 2nd Battalion (use ops points markers labeled A). The second battalion

generated is the 3rd Battalion (use ops points markers labeled B). A company of the 1st Battalion uses the command rating of A company of the 3rd Battalion. D company of the 1st Battalion uses the command rating of D company of the 2nd Battalion.

Victory Point Multiplier: 1.

Force Level 4:

Forces Available: All of 1st Battalion except for D company (19 units). C and D company of the 2nd Battalion (16 units). First through fourth sections of E company, 2nd Battalion (4 units). 11 dummies.

Subordination: The first battalion generated is the 1st Battalion. C and D companies of the 2nd Battalion use the command ratings generated for C and D company in the second battalion generated.

Victory Point Multiplier: 1.2.

Force Level 5:

Forces Available: All of 2nd Battalion (48 units). A company of the 1st Battalion (4 units). 15 dummies.

Subordination: The second battalion generated is 2nd Battalion. A company of the 1st Battalion uses the command rating of A company of the first battalion generated.

Victory Point Multiplier: 1.3.

Force Level 6:

Forces Available: All of 3rd Battalion (42 units). A company of the 1st Battalion (4 units). 4 dummies.

Subordination: The second battalion generated is 3rd Battalion. A company of the 1st Battalion uses the command rating of A company of the first battalion generated.

Victory Point Multiplier: 2.

U.S. Scenario Chart: Scenario 3

Unit	Force Level						Unit	Force Level					
	1	2	3	4	5	6		1	2	3	4	5	6
HQ-1	S	S		S			HQD-2*		S		S	S	
TOC-1	S	S		S			1D-2*		S		S	S	
1S-1	S	S		S			2D-2*		S		S	S	
2S-1	S	S		S			3D-2*		S		S	S	
3S-1	S	S		S			HQE-2*		S	S		S	
1M-1	S	S		S			1E-2		S	S	S	S	
2M-1	S	S		S			2E-2		S	S	S	S	
HQA-1	S	S	S	S	S	S	3E-2		S	S	S	S	
1A-1	S	S	S	S	S	S	4E-2		S	S	S	S	
2A-1	S	S	S	S	S	S	5E-2		S			S	
3A-1	S	S	S	S	S	S	6E-2		S			S	
HQB-1	S	S		S			HQ-3*	S		S			S
1B-1	S	S		S			TOC-3	S		S			S
2B-1	S	S		S			1S-3	S		S			S
3B-1	S	S		S			2S-3	S		S			S
HQC-1	S	S		S			3S-3	S		S			S
1C-1	S	S		S			M-3	S		S			S
2C-1	S	S		S			HQA-3*	S					S
3C-1	S	S		S			1A-3*	S					S
HQD-1	S	S	S				2A-3*	S					S
1D-1	S	S	S				3A-3*	S					S
2D-1	S	S	S				4A-3	S					S
3D-1	S	S	S				HQB-3*	S		S			S
HQ-2*		S	S		S		1B-3*	S		S			S
TOC-2		S	S		S		2B-3*	S		S			S
1S-2		S	S		S		3B-3*	S		S			S
2S-2		S	S		S		4B-3	S		S			S
3S-2		S	S		S		HQC-3*	S		S			S
1M-2		S	S		S		1C-3*	S		S			S
2M-2		S	S		S		2C-3*	S		S			S
HQA-2*		S	S		S		3C-3*	S		S			S
1A-2*		S	S		S		4C-3	S		S			S
2A-2*		S	S		S		1AT-3	S		S			S
3A-2*		S	S		S		2AT-3	S		S			S
HQB-2*		S	S		S		3AT-3	S		S			S
1B-2*		S	S		S		4AT-3	S		S			S
2B-2*		S	S		S		5AT-3	S		S			S
3B-2*		S	S		S		6AT-3	S		S			S
HQC-2*		S	S	S	S		7AT-3	S					S
1C-2*		S	S	S	S		8AT-3	S					S
2C-2*		S	S	S	S		9AT-3	S					S
3C-2*		S	S	S	S		Dummies	2/S	11/S	5/S	12/S	16/S	4/S