



“Plug the Gap”

A 1980 MBT Scenario

US Battle Book



US FORCE: D CO/1/11 ACR

Regimental Armored Cavalry Tank Company (+) 60 Units

Troop HQ

★ M60A3 TTS
UM-2B 327



5T 7-11

CO (12)

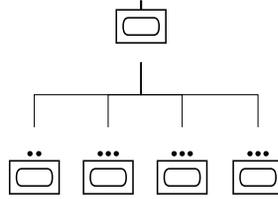
★ M60A3 TTS
UM-2B 327



5T 7-11

XO (12)

(x3)



Tank Platoon (x3)

PLT HQ

★ M60A3 TTS
UM-2B 327



5T 7-11

PL (8)

★ M60A3 TTS
UM-2B 327



5T 7-11

★ M60A3 TTS
UM-2B 327



5T 7-11

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UM-2B 327



5T 7-11

PSG (8)

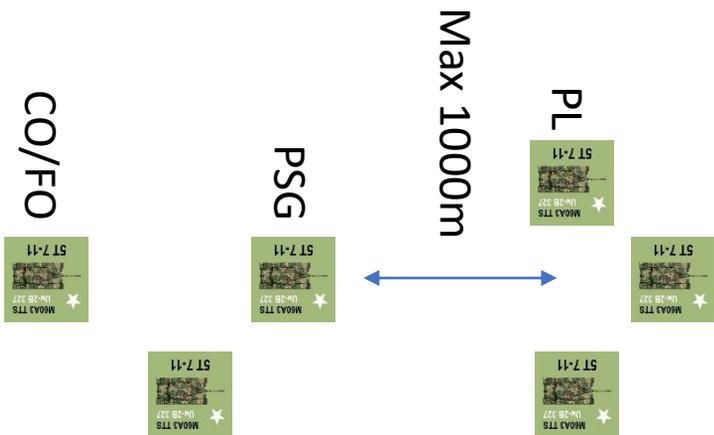
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5T 7-11

(#) = Command Radius in Hexes.

Typical Tank Platoon Formation.
If contact expected, the two sections typically conduct bounding overwatch.
The CO or FO, when moving with a platoon, is usually about 100-200 meters behind, although the Headquarters Tank Section may move together, normally in echelon.
Tanks may be 25 – 100 meters apart, depending on terrain.



Counter Substitutions*

Unit	# Needed	# in MBT	Substitute Counters	# Substitutes
M60A3	17	16	M1	1

*If you have any expansions, you will not need to substitute tanks. You may wish to use similar units from the British or Germans for other vehicles.
You can go to Jim Day's web site and buy MBT FLATS for US, Soviet, FRG, and BOAR forces. They may be a little large. <http://www.strikenet-games.com/mbt-flats.html> You may wish to fashion your own counters.

B Troop Oral Fragmentary Order

1. Situation. B Troop reports its screen has been penetrated by a Soviet Combat Reconnaissance Patrol (CRP), most likely to be followed by the Forward Security Element company and the battalion main body

2. Mission. D Company will locate and destroy the CRP and any other enemy elements which have penetrated the B Troop Sector.

3. Concept of the Operation.

We'll depart the assembly area in 5 minutes. Order of march is 3rd, 2nd, 1st. Use traveling overwatch until we move through Hunfeld. After that, we will use bounding overwatch. I expect to meet the enemy between Rasdorf and Hunfeld. 3rd Platoon will lead, followed by 2nd, then 1st. I will move with 3rd initially and the FO will be with me. Priority of Fire is to 1st until 2nd occupies CP1.

3rd will occupy a position to overwatch 2nd into CP 1 (HEX0121) who orients on CP 2(HEX1308) and 3 (2512). 1st occupies CP 2 and orients on 5 (HEX3403). 3rd occupies CP10(HEX2526), orients on 6(HEX4610) and 8(HEX4918). If no contact by then, I'll push 2nd up to CP 3(HEX2512) and see what happens. I expect the enemy come through on Highway 84 since that is the fastest route through the sector, but be ready to engage either on the yellow ball to the north or the redball feeding into 84.

If 2nd makes contact while they are in CP1, be ready to wing it. I want to kill the CRP at max range so we poke out their eyes and can move forward to engage the FSE piecemeal as it comes into the sector.

Tank Company Deployment



1st Platoon Light Section is placed on map vic HEX 0121



1st Platoon Heavy Section enters Turn 1 in a 5 Hex radius from Hex 0121.



2nd Platoon enters Turn 3 along SE map edge from HEX 0020 through 0030 inclusive. CO and FO enter with 2nd Platoon.

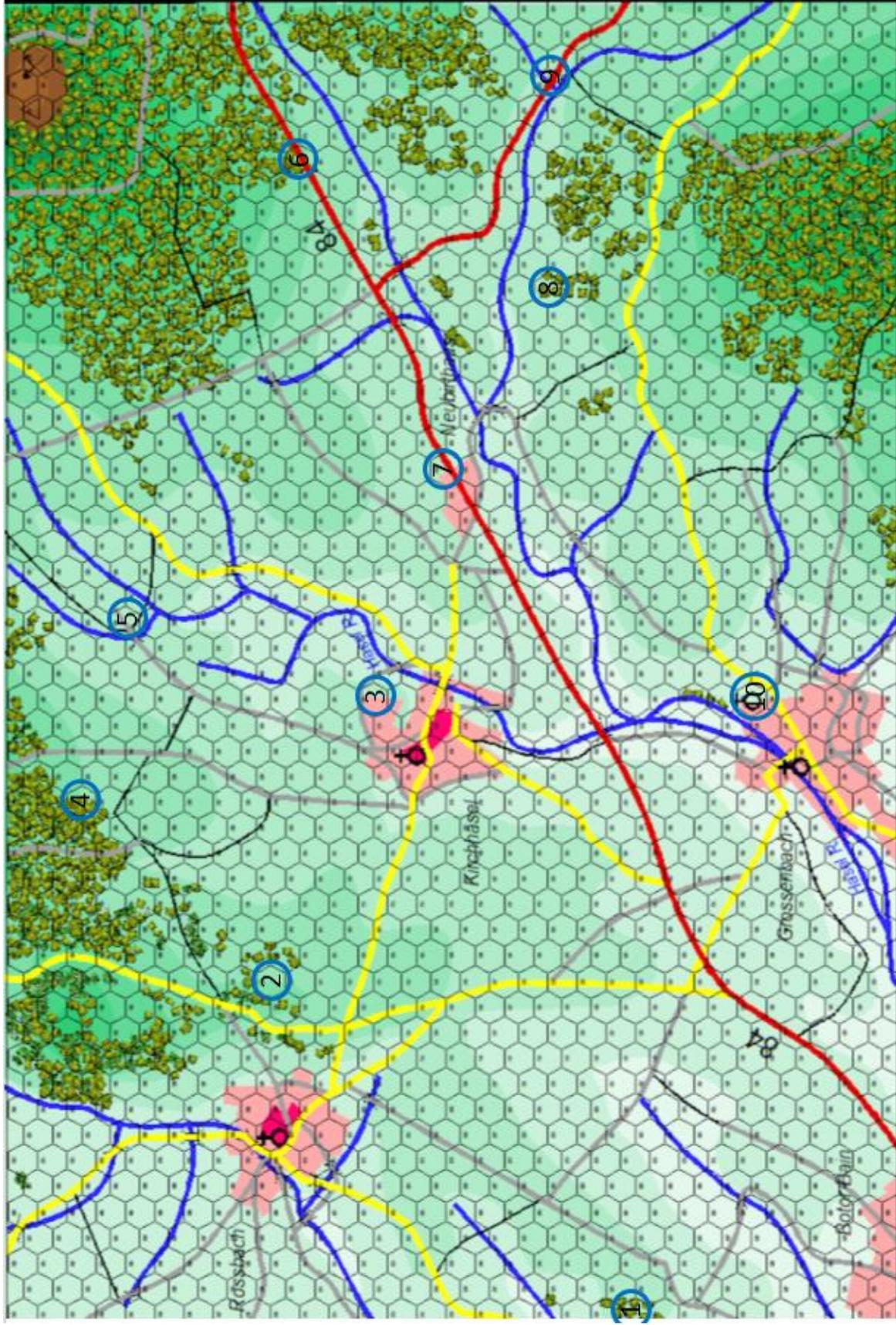


3rd Platoon enters Turn 5 along SE map edge from HEX 0030 through 1330 inclusive.



D Company Tanks and Platoon Leader in their Assembly Area preparing for operations.

Briefing Map



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