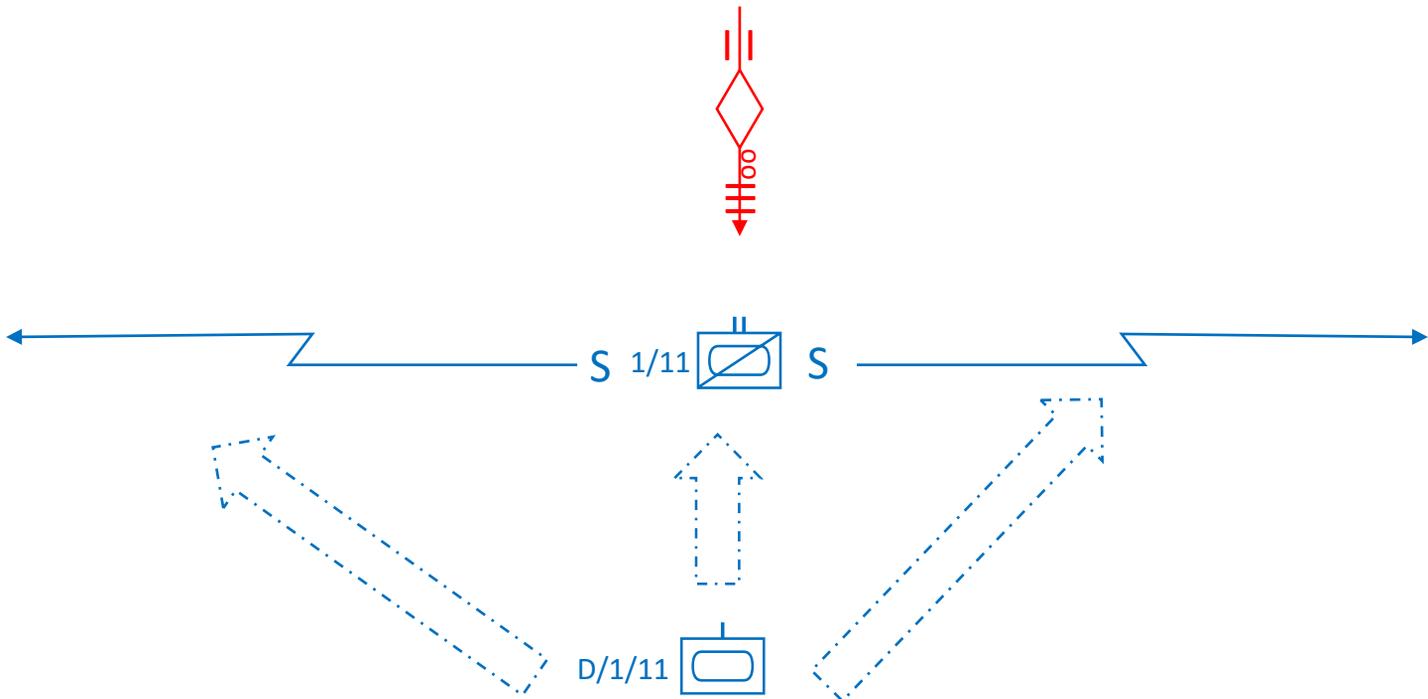


“Plug the Gap”



A 1980 MBT Scenario Scenario Briefing



This scenario depicts the Soviets not being sure of the ACR's deployment, so they are attacking with an advanced guard to try and pierce the US defense and take positions deep in the ACR rear before the covering force and the rest of the corps has time to deploy. The 11th ACR has been alerted, loaded ammunition, and established a screen along the Inner German Border.

SET UP

General. The Battle Books include general offensive and defensive tactics and procedures. You are not bound by them, but you should try to fight with appropriate doctrine for each side. US Army FM 17-95 (1977)

<http://www.steelbeasts.com/files/file/2528-fm-17-95-cavalry-1-July-1977/>

US Army FM 100-2-1 Soviet Operations and Tactics (1984)

<https://fas.org/irp/dodder/army/fm100-2-1.pdf>

Conditions. Normal Visibility, no adverse terrain.

US: US places Light Section of 1 Platoon in HEX 0121 at game start. The Heavy section enters on Turn 1 in a 3 hex radius from HEX 0021. HQ Tank and 2nd Platoon enters along SE map edge from HEX 0020 through 0030 inclusive on Turn 2.

3rd Platoon enters along SE map edge from HEX 0030 through 1330 on Turn 4.

Soviet enters through Check Point (CP) 1 (**Hex 3801**), or CP 2 (**Hex 3801**), or CP 3 (**Hex 5221**). Soviet Player rolls 1D6 to determine # of CRP vehicles destroyed by B Troop Screen (1-2=1, 3-4=2, 5-6=3) as indicated in the Battle Book. The Forward Security Element enters through the same HEX as Combat Reconnaissance Patrol. If the CRP and the FSE are both destroyed, the Main Body may enter through any of the 3 check points.

Victory Conditions

Length: No Limit

US: Victory: Destroy 50%+ of the MRB.

Soviet: Exits 51%+ of the MRB through Hex (**Hex 7403**), (**Hex 0018**), or (**Hex 1930**).

Special Credit: Eric M. Walters

Special Conditions

Soviet receives a +20 DRM when determining initiative

Staggered Initiative Rules maybe applied

Rivers are fordable where a road hex (not trail) crosses a river. Bridges are marked.

Stopped forces may occupy hull down positions in accordance with standard rules. No Dug in positions are available.

Command radius is indicated on the OOB chart

The US may plot 1 Pre-registered Point for HE Fires from the Squadron Howitzer Battery (6 M109A1). A Mortar Section (3xM106) is available on a 1D6 roll of 1 at the start of each turn.

The US player may employ Quickdraw.

The Soviet Player may call for fire from 3 off map artillery batteries (6x2S1 122mm Light Howitzers each) or the organic mortar battery (6 x2B9 82mm light mortars).

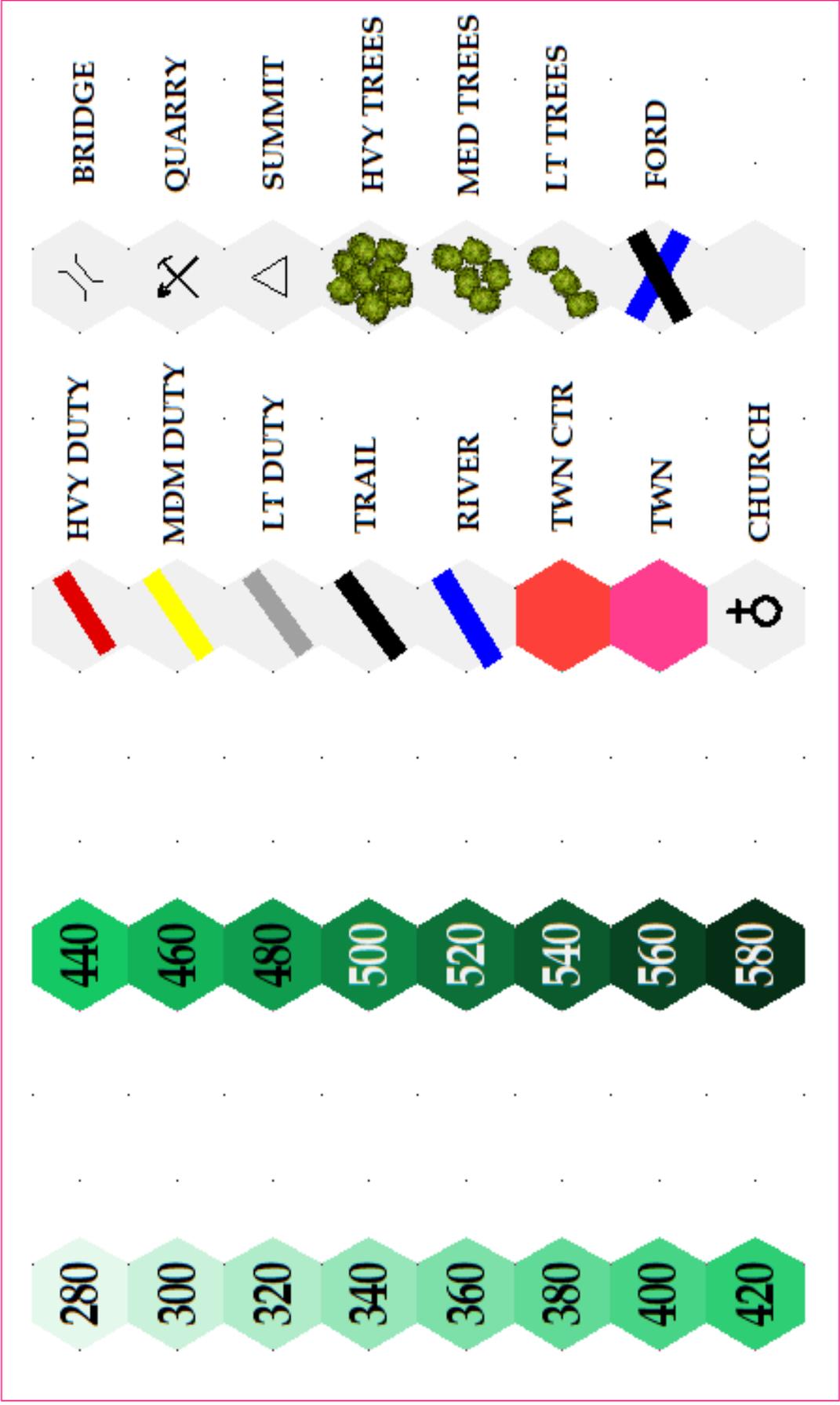
MBT or the current expansions do not enough counters in MBT to model all the scenario units. Suggested substitutes are included in the Battle Books. Leaders may be used if available/desired.

Morale

Morale and Cohesion is the same for each side. Since neither side has any real combat experience, it is more than likely they will have the same experience level. After playing through one or two times, the players may feel free to adjust the ratings to balance the scenario.

The scenario is not balanced; it attempts to portray the war's initial meeting engagement.

Terrain Key



Planning Map

