



# “Plug the Gap”

## A 1980 MBT Scenario

### Soviet Battle Book



## Soviet Battalion Final Operations Briefing

Comrades, we are opposed by the Capitalist 1st Squadron, 11th Armored Cavalry Regiment. It is supposed to be one of their elite units. We will prove them wrong. If we are lucky, they may not be deployed at all, but we believe they will be able to deploy a screen line in front of us with their cavalry troops and they will have a tank company lurking in reserve. I remind you we are the advanced guard for the regiment.

Our objective is to find a gap in the enemy screen line, destroying any elements we find along our path. Our Objective for the Day are the bridges across the Fulda River behind Hunfeld (off the game map).

I want the Combat Reconnaissance Patrol to find a gap and destroy small elements it encounters. Otherwise, fix the enemy and the Forward Security Element will join it.

**The CRP enters the map vic CP 1 (Hex 3801), or CP 2 (Hex 5208), or CP 3 (Hex 5221). To model the possibility that B Troop has detected the penetration, the Soviet Player rolls 1D10. If the roll is 1 – 3, then B Troop spotted the CRP and must inform the player of the entry hex.**

The main body will initially be about 5 kilometers behind the FSE in battalion column. I will lead the column, then the tank company, then 2<sup>nd</sup> and 3<sup>rd</sup> Company. I will determine when we will deploy into company and platoon columns.

If the CRP and FSE cannot destroy the enemy, I will either maneuver the main body to destroy them and we will then push the CRP and the FSE forward again or we may bypass the enemy and move deeper into the enemy rear in an attempt to gain the bridges.

2<sup>nd</sup> Company will provide two flank guards from 200-500 meters to our flanks.

3<sup>rd</sup> Company will provide a rear guard platoon. Since it will likely be unengaged, it will be designated the CRP if I elect to bypass the enemy.

I will detach one SAM and one AGL to the Motor Rifle Companies. 2<sup>nd</sup> Company, have yours immediately following you so they can provide support to the tank company.

Speed is the watchword here. If we move slowly, the Capitalists will be able to find us and direct air and artillery on us. We must blind them so they will not be able to stop our main effort. If we are successful, expect the rest of the Regiment and the Tank Regiment to follow us.

**[The Advanced Guard must get 51%+ (47 or more) of its units off the map through CP 4 (Hex 7403), CP 5(Hex 0018), or CP 6 (Hex 1930). There is no time limit to the game.]**

Let's Go!

### Counter Substitutions

Unit	#Needed	# in MBT	Substitute Counters <sup>1</sup>	# Substitutes
BMP-1P	37	9	BRM-1 (BN CDR)	1
			BMP-2	17
			BMP-3	4
			BTR-70	3 (ADA PLT)
			MT-LB	3 (AGL PLT)
T-64BV	13	18	NA	0
2S1	6	3	BTR-80	3
INF SQD <sup>2</sup>	27	20	US INF SQD	7
			SAM TM*	9
AGL TM*	9	3	US ADA GUNR	2
			US HALF SQD	6

\*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.



CRP entering the map while the **Capitalists** are still moving into position.

# Soviet Force: Motorized Rifle Battalion, BMP 1, 92 Units

## Motorized Rifle Battalion HQ, BMP-1

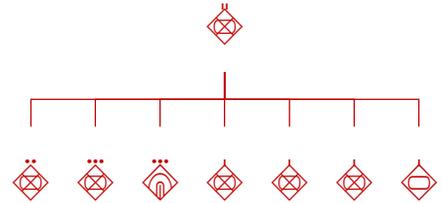
### BN HQ

★ BMP-1P  
SM-5A 243



7TA 9-14

BN CDR (11)



### ADA PLT

★ BMP-1P  
SM-5A 243



7TA 9-14

X3

★ 59



X9

### AGL PLT

★ BMP-1P  
SM-5A 243



7TA 9-14

X3

★ 57



X9

## MOTOR RIFLE COMPANY (3), 19 UNITS EACH

★ BMP-1P  
SM-5A 243



7TA 9-14

CO CDR (9)

★ BMP-1P  
SM-5A 243



7TA 9-14

X3

★ 29



RPG-22

★ BMP-1P  
SM-5A 243



7TA 9-14

X3

★ 29



RPG-22

★ BMP-1P  
SM-5A 243



7TA 9-14

X3

★ 29



RPG-22

## Tank COMPANY (x 1)

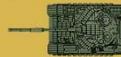
★ T-64BV  
SM-3A 437



6T 8-13

CO CDR (10)

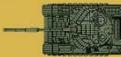
★ T-64BV  
SM-3A 437



6T 8-13

X3

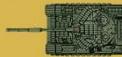
★ T-64BV  
SM-3A 437



6T 8-13

X3

★ T-64BV  
SM-3A 437



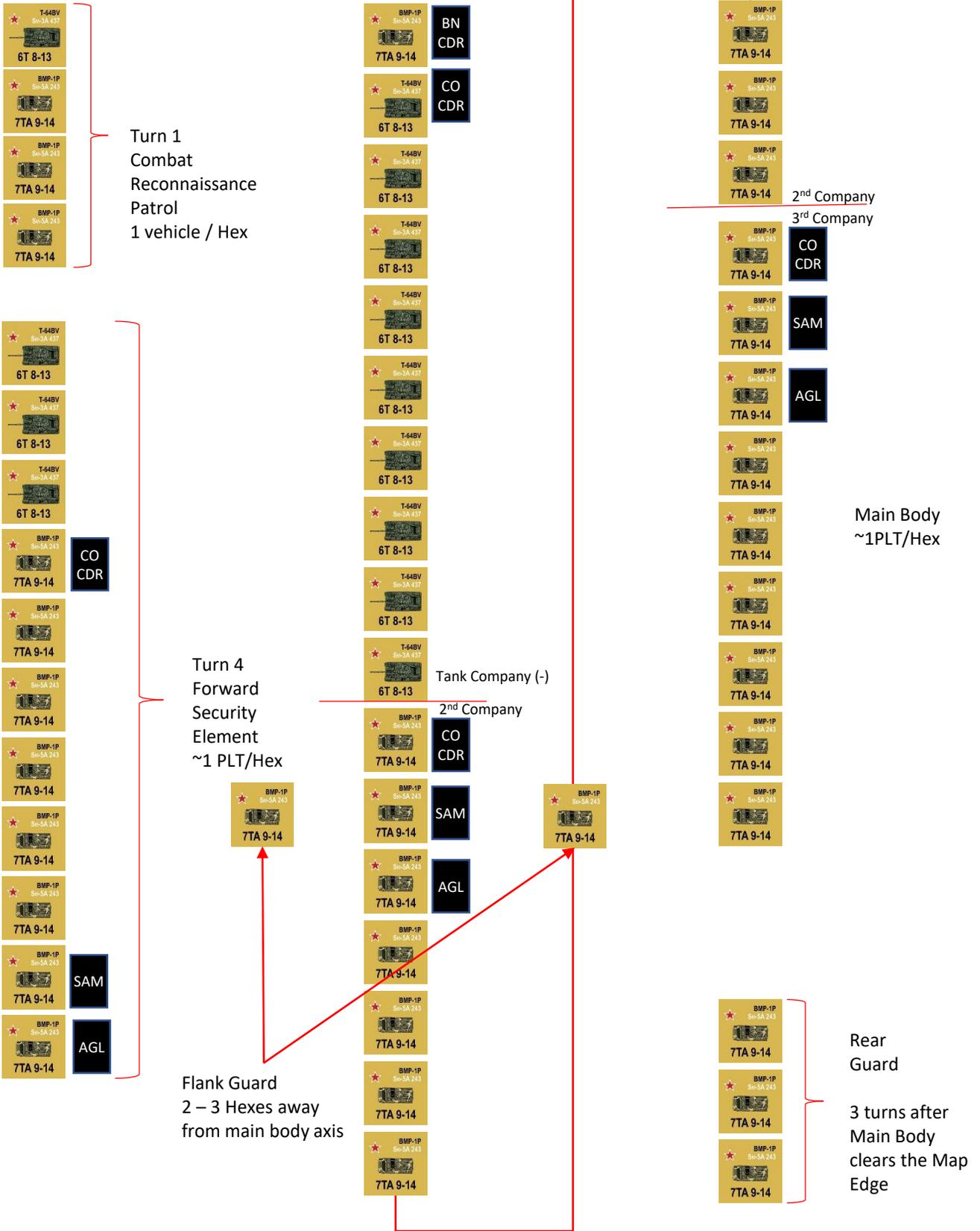
6T 8-13

X3

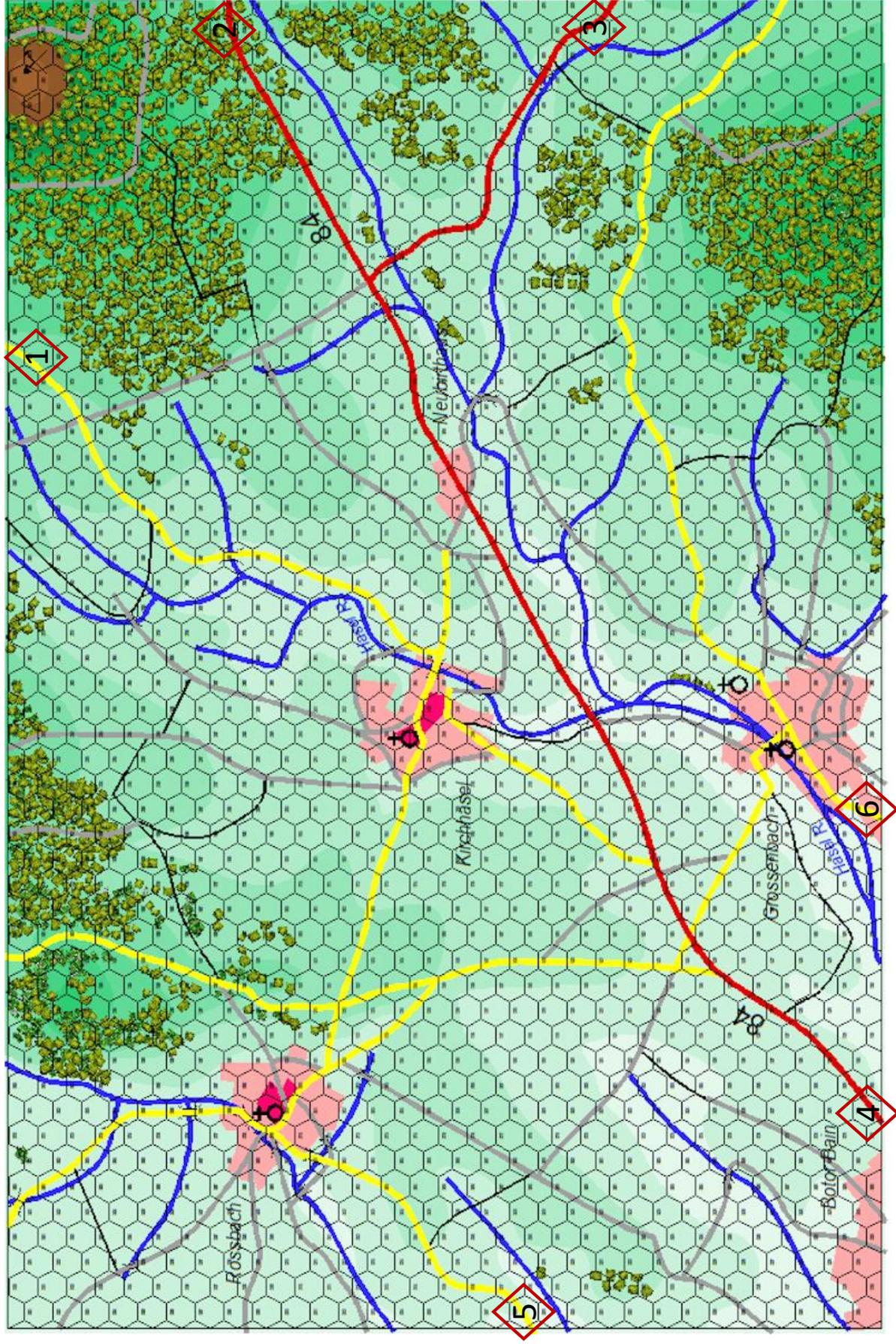
(#) = Command Radius in Hexes. Dismounted units are Optional. Soviets will try to push through Mounted.

# Soviet Force: Deployment Sequence

## Main Body Turn 12



# Briefing Map



\*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.