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Basic Training CA

SITUATION:

Map 001



Scenario time limit 20 minutes.

A company sized reconnaissance force is moving East on a road in the Northwest corner of the map. An OPFOR squad sized observation post is located in objective A in the woods two to three kilometers to the East.

MISSIONS:

CA - Clear Objective A of all enemy forces.

OPFOR - Occupy Objective A. There must be at least one OPFOR unit in Objective A at all times.

Admin Note: CA wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

CA

Armoured Troop
Recce Section
Mechanized Infantry Platoon

OPFOR

T80 Tank
Motorized Rifle Squad (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer
2 x F18
AV8
No chance of additional artillery or air support.

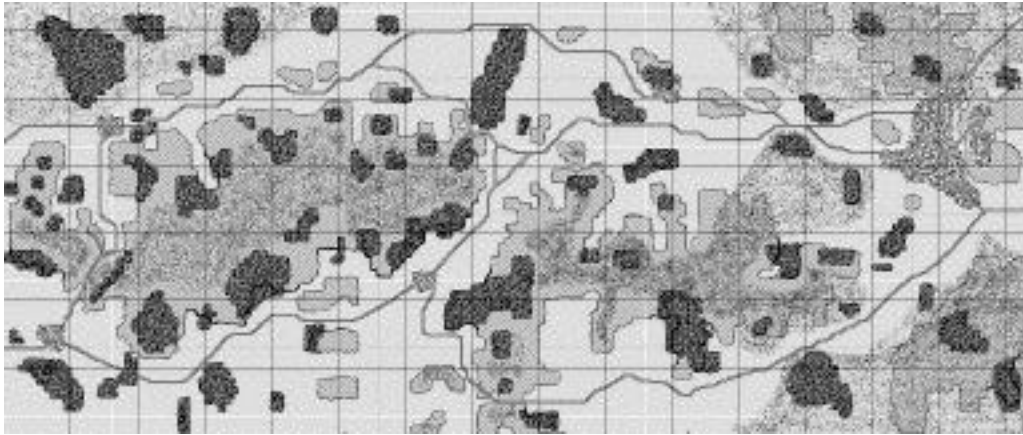
OPFOR

None. No chance of additional artillery or air support.

Battle Group Angier (20 CMBG)

SITUATION:

Map 001 (+)



Scenario time limit 60 minutes.

A CA battle group and an OPFOR reinforced motorized rifle battalion are approaching the same small oil and gas refinery - Objective A - from opposite sides. Both units were sent to determine the status of the refinery and neither force was aware of the other's presence until their scouts simultaneously fired on each other. The scenario starts with that initial exchange.

MISSIONS:

CA - Clear and occupy Objective A.

OPFOR - Clear and occupy Objective A.

Admin Note: The winner is the side that is the sole occupant of Objective A at the end of 60 minutes. Any other result is a draw.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company (+)

OPFOR

2 x Tank Company
Motorized Rifle Battalion (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer
2 x F16/F18
5% chance of additional artillery ammo.
5% chance of additional air support.

OPFOR

2 x 152mm Howitzer
2 x MIG27
5% chance of additional artillery ammo.
5% chance of additional air support.

Combat Team Carter (20 CMBG)

SITUATION:

Map 007



Scenario time limit 45 minutes.

A CA tank squadron and a mech infantry platoon must clear an area to prevent enemy observation of a small town that is soon to be used as a forward assembly area. The mech platoon has already entered the town in the central portion of the map. The tank squadron is about a kilometer west. As the mech platoon entered the town, a departing group of civilians indicated that they had seen OPFOR units in defensive positions just east of the town. They added that they had not seen any OPFOR troops inside the town except along the east end.

MISSIONS:

CA - Clear Objective A of all enemy forces within 45 minutes.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: CA wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

CA

1 x Tank Squadron
1 x Mechanized Infantry Platoon
1 x Bison 81mm Mortar Group

OPFOR

2 x Tank Platoons
1 x Motorized Rifle Platoon (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

1 x 155mm Howitzer
1 x F16/F18
Small chance of additional artillery and air support.

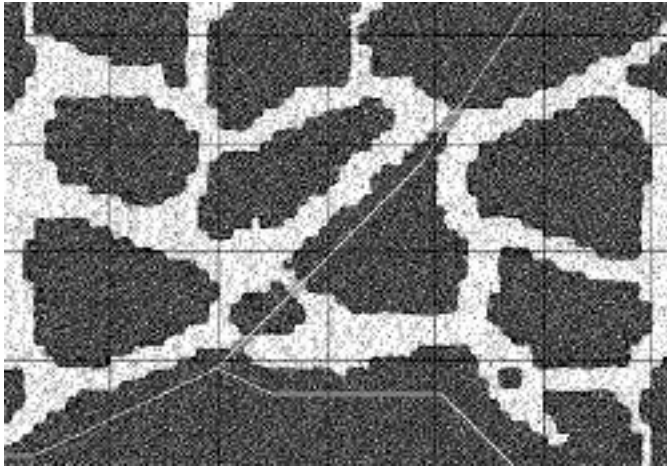
OPFOR

1 x 152mm Howitzer
Small chance of additional artillery and air support.

Battle Group Dennis (20 CMBG)

SITUATION:

Map 012



Scenario time limit 60 minutes.

A CA mech infantry company (+) has occupied three key bridges over a wadi complex, deep in enemy territory. Their mission is to hold these bridges for the rest of the brigade, approximately one hour behind them. OPFOR is aware of this incursion, and is mounting a counterattack to retake the bridges, before the CA brigade can arrive. A second CA mech infantry company (+) with Allied attack helicopter support is on the way as reinforcements for the defense.

MISSIONS:

CA - Clear and occupy Objective A. CA wins if there are no OPFOR units inside Objective A at the end of 60 minutes.

OPFOR - Clear and occupy Objective A. OPFOR wins if there are no CA units inside Objective A at the end of 60 minutes.

Admin Note 1: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 2: Light brown desert is wadi, low ground for LOS and light rough terrain for movement.

Admin Note 3: The terrain immediately around each bridge is filled with stone, metal, and concrete debris from several generations of earlier bridges. LOS is very unpredictable in the vicinity of each bridge. Bridges and nearby terrain are low ground for LOS, town and rough for defensive benefits, and road or rough terrain for movement.

ORDER OF BATTLE:

CA

2 x Mech Infantry Co, 2 x Armoured Troop
2 x Air Defense Detachment
2 x US AH64 AT helicopters

OPFOR

Motorized Rifle Battalion (+) (BMP)
Tank Battalion

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer
2 x F16/F18
5% chance of additional artillery ammo.
5% chance of additional air support.

OPFOR

2 x 152mm Howitzer
2 x MIG27
5% chance of additional artillery ammo.
5% chance of additional air support.

Battle Group Dingman (20 CMBG)

SITUATION:

Map 001 (+)



Scenario time limit 180 minutes.

OPFOR is a small, extremely belligerent nation that has been attempting to develop a limited range nuclear weapon capability for some time. OPFOR is generally considered by the international community to be an outlaw nation. Ten days ago, it was discovered that OPFOR had obtained certain key components from another country and was actively assembling several weapons. Allied intelligence has located most of the facilities involved in OPFOR's nuclear program. The decision has been made to neutralize them with simultaneous air and ground attacks. Most of the sites will be destroyed by air strikes, however several are located in underground caverns and are believed to be impervious to air attack. A CA Battle Group has been tasked to remove or destroy nuclear devices at one of the underground sites - Objective Foxtrot. Once located, the removal or destruction of the devices will take several hours.

The game begins with the operation already well underway - one battalion is on the ground and one is in the air. OPFOR has just become aware that the raid is underway. OPFOR has several company sized garrisons at and around Objective F, but they have little transportation. A motorized rifle regiment (-) is enroute and can reach Objective F within one hour. A motorized rifle division is enroute and can arrive within three hours (the division is not gamed, its arrival is assumed in the victory conditions).

Admin Note: OPFOR's on map units always begin the game in the same positions. This simulates the likelihood that Allied intelligence would be able to provide exact locations for garrison and security forces near the objective. The CA player should turn off OPFOR fog of war during the setup turn to study the on map situation. It is recommended that OPFOR fog of war be turned back on prior to starting the first combat turn. OPFOR's off map units may enter anywhere along the eastern map edge.

MISSIONS:

CA - Occupy Objective F for two hours. CA wins instantly as soon as the objective has been cumulatively occupied for at least two hours by at least one CA ground unit.

OPFOR - Defend Objective F until arrival of reinforcing division. OPFOR wins if at the end of three hours CA has not been able to occupy the objective for two hours.

Admin Note 1: Each turn in which the CA player has at least one ground unit in the objective at the end of the combat phase, adds one minute to the occupation timer.

Admin Note 2: The scenario victory conditions do not require the CA player to exit any forces in order to win. However, the Game Status Report will show the CA exit percentage for any units exited off the west edge of the map. Experienced players might want to add a personal goal of withdrawing a significant percentage of their units.

ORDER OF BATTLE:

CA

Infantry Battalion (-) (Helo)
Mechanized Infantry Battalion (-)
40 x CH146 Griffon Helicopter

OPFOR

2 x Garrison Company
Motorized Rifle Regiment (-) (BTR)
Tank Battalion

OFFMAP ARTILLERY AND AIR SUPPORT:

CA SUPPORT

2 x 155mm Howitzer
6 x F16/F18
Very high probability of additional air support
throughout game.

OPFOR SUPPORT

2 x 152mm Howitzer
2 x MIG27
Slight chance of unplanned air support.

Battle Group Flatto 1 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 2 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 3 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

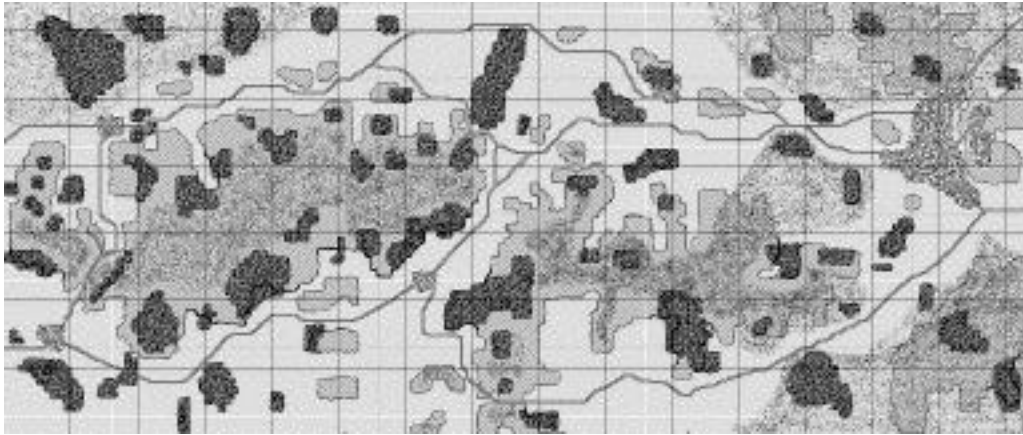
OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 4 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18
2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer
MRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 5 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 6 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 7 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Flatto 8 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA dismounted rifle battalion (+) is defending in the central part of the map. An armoured squadron and a mechanized infantry company are moving to reinforce the defence, and are expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (+)
Armoured Squadron
Mechanized Infantry Company (+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3x155mm Howitzer
4xF18
2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer
MRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Battle Group Fullerton (20 CMBG)

SITUATION:

Map 010



Scenario time limit 60 minutes.

With minimum notice, a CA rifle battalion has been tasked to stage a heliborne, punitive raid against a terrorist training camp. The camp's host nation has steadfastly denied supporting international terrorism and maintains that the facility is simply one of its regular army garrisons. In addition to destroying the camp, the battle group must thoroughly search its buildings to obtain irrefutable evidence of its true nature, and to possibly capture terrorist leaders for subsequent public trial. Terrorists and OPFOR military personnel inside the camp comprise the equivalent of a reinforced light infantry company. The camp has no heavy antiaircraft artillery but shoulder fired SA16s are plentiful. A regular OPFOR army platoon with a few BTR armored personnel carriers is billeted in a small village just outside the facility. A regular OPFOR army garrison is located only a few kilometers East of the camp and a motorized rifle battalion can reinforce the camp in about twenty minutes. For several days four CA recon/sniper teams have been reconnoitering the perimeter of the camp and they are now in position to support the air assault. The air assault force is now enroute to the camp.

MISSIONS:

CA - Enter and clear Objectives A through E, occupy Objective E for 20 minutes, then exit at least 50 percent of original force.

OPFOR - Defend Objectives A through E, attrit the CA force, and prevent its extraction.

Admin Note 1: OPFOR wins at the end of 60 minutes if CA has not at some point in the game entered and cleared each of the objectives, has not occupied Objective E for 20 minutes, and or does not exit 50 percent of his original force. It is not necessary for the CA player to keep a unit in any objective other than Objective E once it has been simultaneously occupied by a CA unit and cleared of any enemy unit. Objective E must be occupied for 20 minutes.

Admin Note 2: CA sniper and recon teams may be positioned anywhere on the map during the setup turn except inside the fenceline of the camp.

Admin Note 3: OPFOR tanks, vehicles, and weapons should not have thermal sights or advanced ammunition in this scenario.

Admin Note 4: OPFOR's on map units always begin the game in the same positions and are visible to the CA player during the setup turn. This simulates the likelihood that CA intelligence and the predeployed recon/sniper teams would be able to provide exact locations for garrison and security forces near the objective. OPFOR's off map units may enter anywhere along the eastern map edge.

Admin Note 5: The small squares located in the top left corner and in the lower left corner of the map represent distant off map safe areas in which CA helicopters can shelter while waiting to return to extract the landing force.

The CA player should only place "off map" units in these squares. The OPFOR player should not enter or attack these squares. In solitaire games, the computer opponent will not intentionally attack these squares as long as the helos in them are not at medium altitude.

ORDER OF BATTLE:

CA

2 x Rifle Company (+)(Helo)
12 x Iltis TOW
4 x Sniper Team
44 x CH146 Griffon Helicopter

OPFOR

Garrison Company
Garrison Platoon (BTR)
2 x Motorized Rifle Company (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

155mm Howitzer
4 x F16/F18
No chance of additional artillery ammo.
15% chance of additional air support throughout game.

OPFOR

No off map artillery or air support.

Battle Group Gainer 1 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

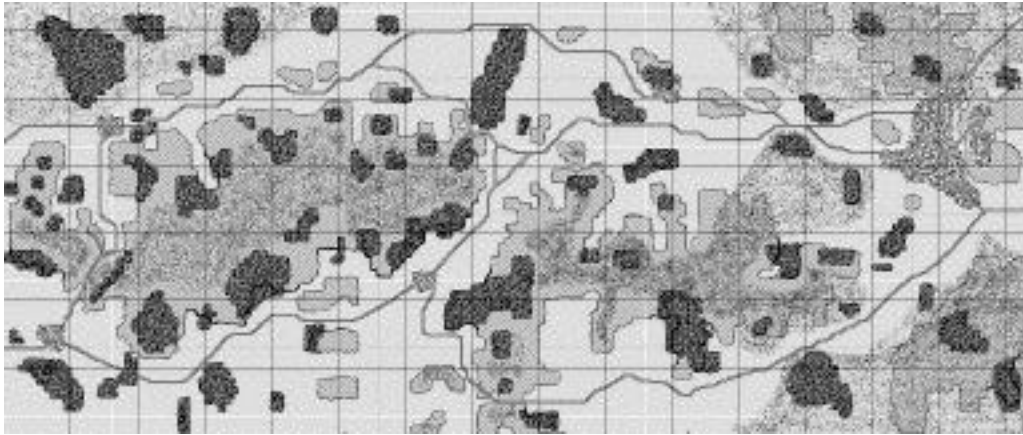
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 2 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 3 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 4 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 5 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 6 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

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MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 7 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

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MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Gainer 8 (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A battle group consisting of two armoured squadrons and two mech infantry companies is conducting a mobile defense/delaying action in the central part of the map.

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MISSIONS:

CA - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

2 x Armoured Squadron
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Combat Team Hague (20 CMBG)

SITUATION:

Map 004



Scenario time limit 60 minutes.

One CA mech infantry company and a tank troop are five kilometers West of Objective A. Objective A is occupied by an OPFOR motorized rifle platoon (BTR) and a tank platoon.

MISSIONS:

CA - Clear Objective A of all enemy forces.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: CA wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

CA

1 x Mech Infantry Company
1 x Tank Troop

OPFOR

1 x Motorized Rifle Platoon (BTR)
1 x Tank Platoon

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

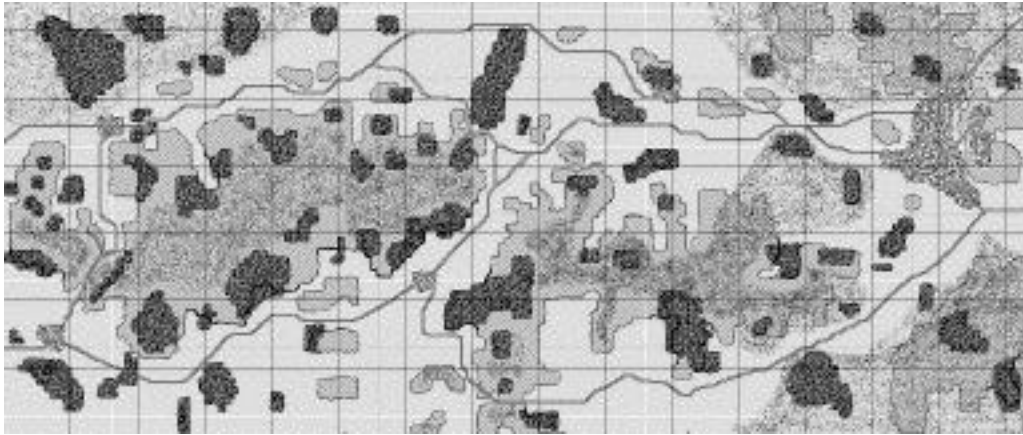
OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Battle Group Hale (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

An OPFOR second echelon motorized rifle regiment (BMP) is moving West through a recently opened gap. The regiment is traveling in a long column of battalions and the leading reconnaissance elements are just off the East edge of the map. Heavy fighting on the flanks of the gap leaves only a largely unmechanized reserve available for commitment. The reserve is an infantry battalion located about ten kilometers West of the gap. The battalion must rapidly displace by helicopter to establish blocking and delaying positions as far forward as possible. There are only enough helicopters to lift about a rifle company at a time. A reinforced tank squadron is also enroute, but it is presently 30 minutes off the West edge of the map.

MISSIONS:

CA - Block or delay the OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA defense. Exit at least 20 percent of original force across the Western edge of the map.

ORDER OF BATTLE:

CA

Infantry Battalion (-)
Tank Squadron
Mech Infantry Platoon
6 x Iltis LUVW TOW
12 x CH146 Griffon Helicopter

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
4 x F16
Some chance of additional artillery and a good chance of additional air support.

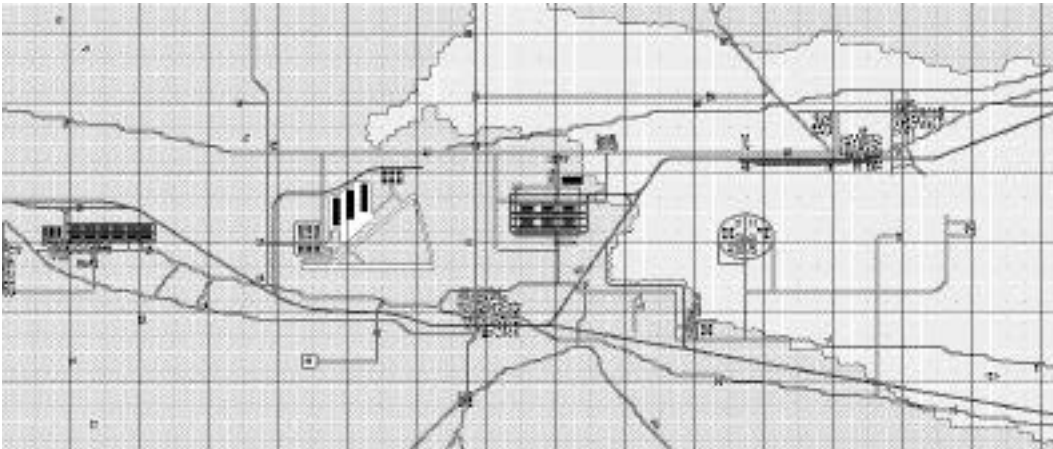
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27
Some chance of additional artillery and air support.

Battle Group Hamilton 1 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA battle group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

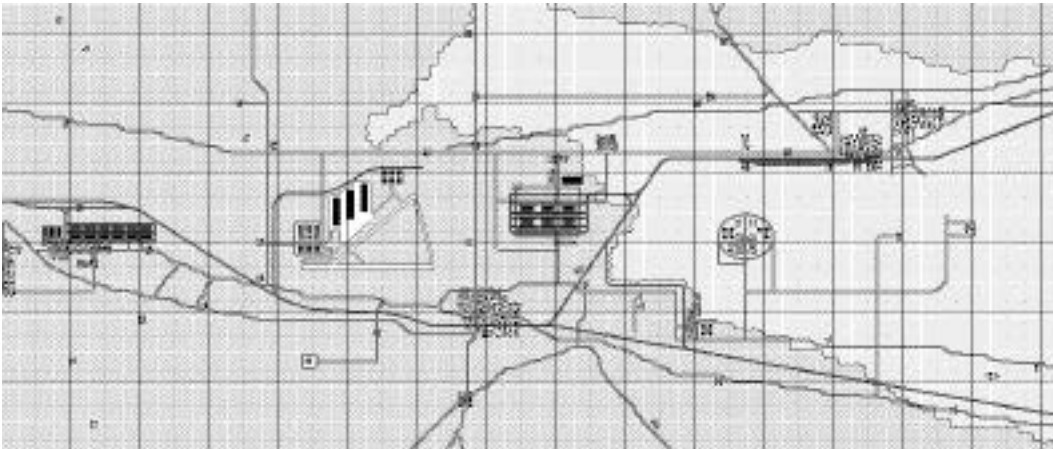
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 2 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

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MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

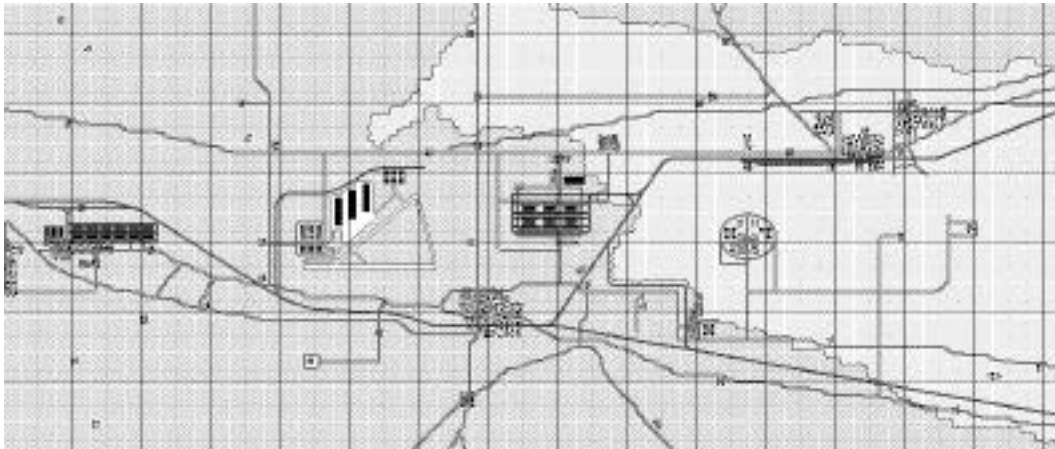
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 3 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

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MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

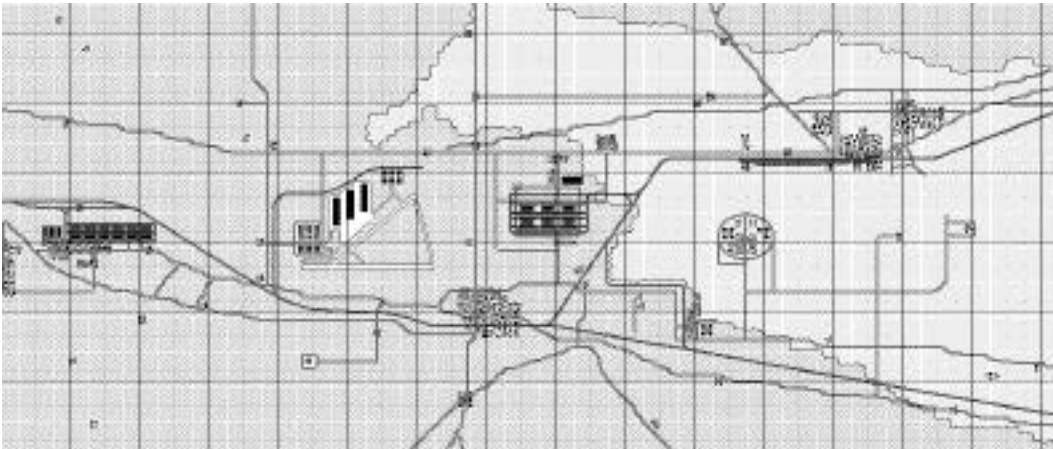
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 4 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

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CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

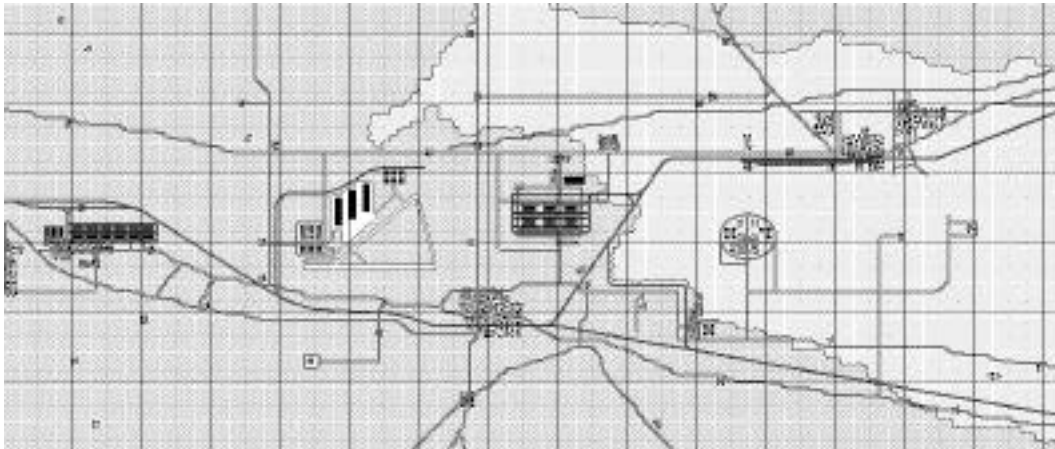
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 5 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

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MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

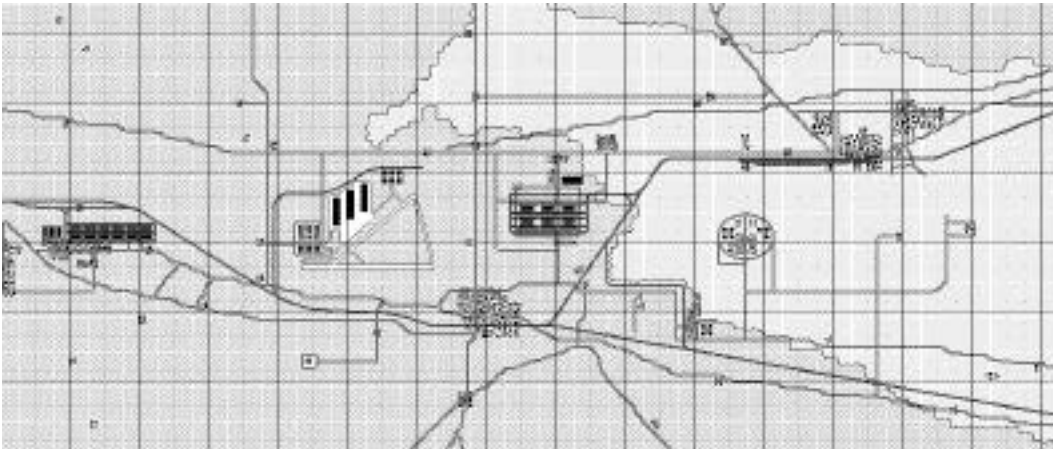
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 6 (20 CMBG)

SITUATION:

Map 014



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MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

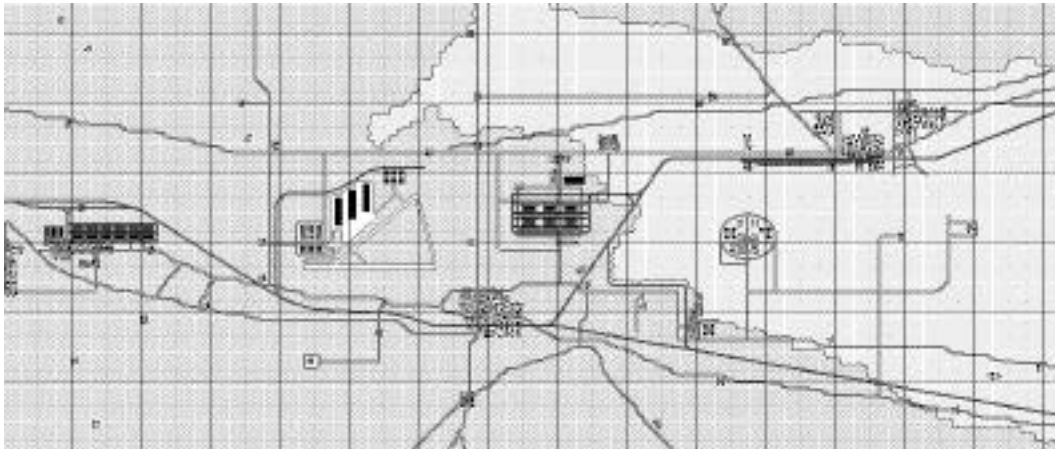
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 7 (20 CMBG)

SITUATION:

Map 014



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OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

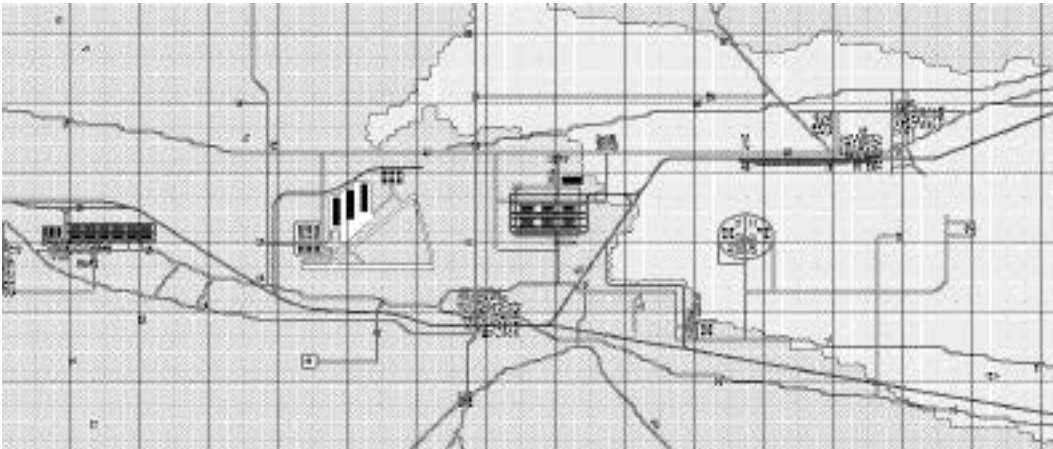
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Hamilton 8 (20 CMBG)

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop
2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

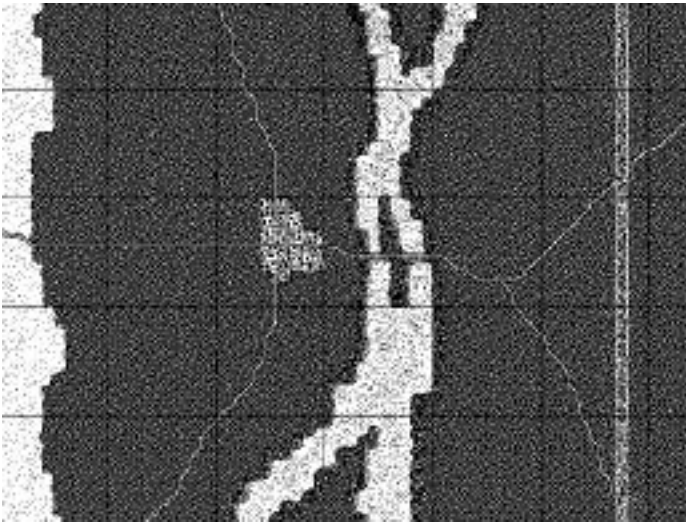
OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Holden 1 (20 CMBG)

SITUATION:

Map 011



Scenario time limit 50 minutes.

A CA battalion-sized, mechanized battle group has been given the mission of occupying a crossroads town near a dry wadi, and then pushing on to the east. Opfor defenses in the vicinity of the town are limited to a reinforced infantry company (motorized), but do include some state-of-the-art antitank missiles, and the defenders are entrenched. An Opfor tank battalion is currently located just off the map to the east, and can be expected to reinforce the Opfor defenses during the engagement.

MISSIONS:

CA - Enter, clear, and hold Objective A, and exit at least 30 percent of original force off the east map edge.

Opfor - Defend and hold Objective A, attrit the CA force, and prevent its exit.

Admin Note 1: Opfor wins if it has any unit in the town at the end of 50 minutes, or if CA has not exited at least 30 percent of its original force.

Admin Note 2: Due to “heat shimmer” caused by the high temperatures on the flat desert ground, the maximum visibility range is 2000 meters for both visual and thermal sighting systems.

Admin Note 3: The dark stripe running North to South near the East edge of map is a man-made sand berm. The berm is the same elevation as nearby terrain, but it is a line of sight block.

Admin Note 4: Entrenchments may not be put in the town.

Admin Note 5: Bridges are high ground for LOS and road terrain for movement.

Admin Note 6: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 7: Left (western) wadi is low ground for LOS and clear terrain for movement.

Admin Note 8: Center wadi is low ground for LOS and very rough going for movement.

ORDER OF BATTLE:

CA

2 x Mech Infantry Company
Tank Squadron
Air Defense Section

OFFMAP ARTILLERY AND AIR SUPPORT:

CA SUPPORT

2 x 155mm Howitzer
4 x F16/F18
3% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

Motorized Rifle Company (BTR)
Tank Battalion [Off Map]

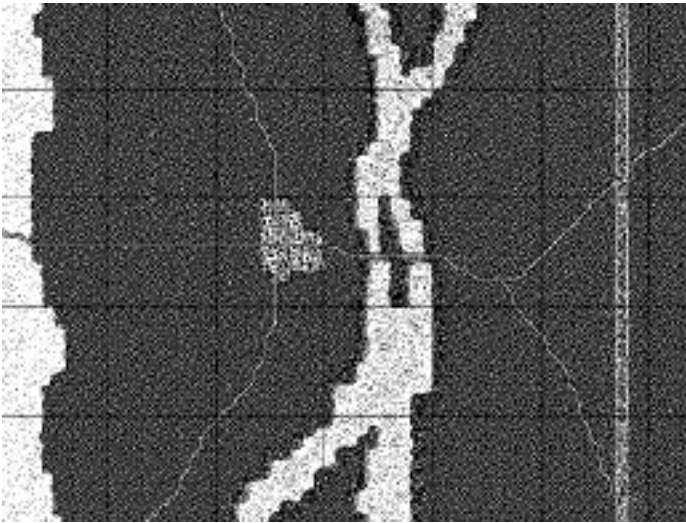
OPFOR SUPPORT

2 x 152mm Howitzer
2 x Fixed Wing sorties.
3% chance of additional artillery ammo.
5% chance of additional air support.

Battle Group Holden 2 (20 CMBG)

SITUATION:

Map 011



Scenario time limit 50 minutes.

A CA battalion-sized, mechanized battle group has been given the mission of occupying a crossroads town near a dry wadi, and then pushing on to the east. Opfor defenses in the vicinity of the town are limited to a reinforced infantry company (BMP). An Opfor tank battalion is currently located just off the map to the east, and can be expected to reinforce the Opfor defenses during the engagement.

MISSIONS:

CA - Enter, clear, and hold Objective A, and exit at least 30 percent of original force off the east map edge.

Opfor - Defend and hold Objective A, attrit the CA force, and prevent its exit.

Admin Note 1: Opfor wins if it has any unit in the town at the end of 50 minutes, or if CA has not exited at least 30 percent of its original force.

Admin Note 2: Due to “heat shimmer” caused by the high temperatures on the flat desert ground, the maximum visibility range is 2000 meters for both visual and thermal sighting systems.

Admin Note 3: The dark stripe running North to South near the East edge of map is a man-made sand berm. The berm is the same elevation as nearby terrain, but it is a line of sight block.

Admin Note 4: Entrenchments may not be put in the town.

Admin Note 5: Bridges are high ground for LOS and road terrain for movement.

Admin Note 6: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 7: Left (western) wadi is low ground for LOS and clear terrain for movement.

Admin Note 8: Center wadi is low ground for LOS and very rough going for movement.

ORDER OF BATTLE:

CA

2 x Mech Infantry Company
Tank Squadron
Air Defense Section

OFFMAP ARTILLERY AND AIR SUPPORT:

CA SUPPORT

2 x 155mm Howitzer
4 x F16/F18
3% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

Motorized Rifle Company (BMP)
Tank Battalion [Off Map]

OPFOR SUPPORT

2 x 152mm Howitzer
2 x Fixed Wing sorties.
3% chance of additional artillery ammo.
5% chance of additional air support.

Combat Team Hunt (20 CMBG)

SITUATION:

Map 005



Scenario time limit 20 minutes.

A CA tank squadron must penetrate platoon sized flank screening elements of an OPFOR Motorized Rifle Division.

MISSIONS:

CA - Rapidly penetrate OPFOR screen. Exit at least 50 percent of original force across eastern edge of the map.

OPFOR - Delay CA penetration. Prevent exit of significant enemy force across eastern edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron

OPFOR

1 x T80 Tank Platoon
1 x Motorized Rifle Plt (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA SUPPORT

1 x 155mm Howitzer
No chance of additional artillery or air support.

OPFOR SUPPORT

1 x 152mm Howitzer
No chance of additional artillery or air support.

Combat Team Knop (20 CMBG)

SITUATION:

Map 006



Scenario time limit 60 minutes.

A CA mech infantry platoon must clear a poorly supported OPFOR motorized rifle platoon from high ground overlooking a road junction.

MISSIONS:

CA - Clear Objective A of all enemy forces within 60 minutes.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit on Objective A.

Admin Note: CA wins instantly if at any time there is not at least one OPFOR unit on Objective A.

ORDER OF BATTLE:

CA

1 x Mech Infantry Platoon
1 x Coyote Recce Vehicle
2 x Bison 81mm Mortar

OPFOR

1 x Motorized Rifle Platoon (BTR)
1 x AGS17 Grenade Launcher Team

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

None. No chance of additional artillery or air support.

OPFOR

None. No chance of additional artillery or air support.

Combat Team Kyle 1 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 2 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 3 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 4 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer
1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 5 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 6 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 7 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Combat Team Kyle 8 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the CA mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - An attrited tank heavy combat team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Delay OPFOR advance. Exit at least 25% of original CA forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate CA screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-), 1 x Mech Infantry Platoon
1 x M113 TUA Section (-), 2 x CH146 Griffon Helo
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer
1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Battle Group Mandel 1 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop
2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x MLRS
3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Battle Group Mandel 2 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Mandel 3 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Mandel 4 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop
2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Mandel 5 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Mandel 6 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Battle Group Mandel 7 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer, 1 x MLRS
1 x 3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Battle Group Mandel 8 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The CA force is the same in each variant, however OPFOR has a different map entry schedule or march order in each. The less extended the OPFOR march order, the more difficult the CA mission will be. OPFOR uses BTR infantry fighting vehicles in the first four variant, while BMPs are used in the last four. Thus variant 4 is more difficult for the CA player than variant 1 and variant 8 is far more difficult.

CA - A CA Battle Group consisting of two armoured squadrons and two mechanized infantry companies is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

CA - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

CA

Brigade Recce Troop, 2 x Armoured Squadron (+)
2 x Mech Infantry Company (+)
Mortar Platoon, CS Artillery Battery (on map)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
MLRS
3 x F16

OPFOR

2 x 152mm Howitzer
MRL Battalion
2 x MIG27

Combat Team Massey (20 CMBG)

SITUATION:

Map 002



Scenario time limit 60 minutes.

A CA mech infantry company reinforced with a tank squadron is defending a town in the western portion of the map. A motorized rifle battalion (BTR) with tank reinforcement is located two to three kilometers away, just off the eastern edge of map and is moving west to seize the town. The OPFOR battalion is deployed with companies on line and all companies are likely to cross the eastern edge of the map around 0700.

MISSIONS:

CA - Defend Objective A. Keep Objective A clear of enemy forces. There must be no enemy forces in Objective A at the end of 60 minutes. It does not matter if there is no CA unit in Objective A at the end of 60 minutes.

OPFOR - Occupy Objective A. There must be at least one OPFOR unit in Objective A at the end of 60 minutes. It does not matter if a CA unit is also in Objective A at the end of 60 minutes.

ORDER OF BATTLE:

CA

- 1 x Mech Infantry Company
- 1 x Tank Squadron (-)
- 4 x M113 TUA
- 1 x Bison 81mm Mortar Group
- 2 x Javelin SAM Teams

OPFOR

- 1 x Motorized Rifle Battalion (BTR)
- 1 x Tank Company
- 1 x Anti Tank Platoon
- 1 x ZSU-23-4 AAA Section
- 1 x 122mm Self Propelled Howitzer Battery

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

- 3 x 155mm Howitzer
- 3 x F16

There is no chance of additional artillery or unplanned air support.

OPFOR

- 2 x 152mm Howitzer
- 1 x 122mm Multiple Rocket Launcher Battalion
- 2 x MIG27

There is no chance of additional artillery or unplanned air support.

Battle Group Nelson 1 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

The 20th Canadian Mechanized Brigade Group has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. CA intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BTR) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The brigade's original intent was to rapidly seize the valley with a two battalion mechanized assault. The rest of the brigade was to arrive two hours later to set up a deliberate defense. The mechanized assault is underway and has just entered the valley. However, moments ago CA intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The CA brigade must continue its attack.

MISSIONS:

CA - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the CA defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each CA brigade objective must be cleared. A CA Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the CA player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the CA Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

CA

0700: 2 x Mech Infantry Battalions (+)
0900: 2 x Tank Squadron
0915: 1 x Mech Infantry Battalions

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BTR)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Battle Group Nelson 2 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

The 20th Canadian Mechanized Brigade Group has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. CA intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The brigade's original intent was to rapidly seize the valley with a two battalion mechanized assault. The rest of the brigade was to arrive two hours later to set up a deliberate defense. The mechanized assault is underway and has just entered the valley. However, moments ago CA intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The CA brigade must continue its attack.

MISSIONS:

CA - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the CA defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each CA brigade objective must be cleared. A CA Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the CA player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the CA Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

CA

0700: 2 x Mech Infantry Battalions (+)
0900: 2 x Tank Squadron
0915: 1 x Mech Infantry Battalions

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BMP)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Battle Group Nelson 3 (20 CMBG)

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

The 20th Canadian Mechanized Brigade Group has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. CA intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The brigade's original intent was to rapidly seize the valley with a two battalion mechanized assault. The rest of the brigade was to arrive two hours later to set up a deliberate defense. The mechanized assault is underway and has just entered the valley. However, moments ago CA intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The CA brigade must continue its attack.

MISSIONS:

CA - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the CA defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each CA brigade objective must be cleared. A CA Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the CA player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the CA Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

CA

0700: 2 x Mech Infantry Battalions (+)
0900: 2 x Tank Squadron
0915: 1 x Mech Infantry Battalions

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BMP)
0900: 1 x Motorized Rifle Regiment (BMP)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Combat Team Oldham (20 CMBG)

Scenario time limit 40 minutes.

SITUATION:

Map 009



Scenario time limit 40 minutes.

A CA tank squadron reinforced with a mech infantry platoon must conduct a mobile defense against an approaching OPFOR reinforced tank battalion. OPFOR is currently located just off the eastern edge of map and is moving southwest. CA signals intelligence indicates that the OPFOR commander has been ordered to pass through Objective A (the town in the lower left corner of the map) and then to continue west.

MISSIONS:

CA - Delay and attrit OPFOR. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate CA defense. Pass through Objective A and then exit at least 20 percent of original force across western edge of the map.

Admin Note: OPFOR must have at least one ground unit in Objective A at the end of a combat phase at some point during the game. The unit does not have to remain in the town.

ORDER OF BATTLE:

CA

1 x Tank Squadron (-)
1 x Mech Infantry Platoon
8 x M113 TUA
2 x Javelin SAM

OPFOR

1 x Tank Battalion
1 x Motorized Rifle Company (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

1 x 155mm Howitzer
2 x F16/F18
Fair chance of additional artillery or air support.

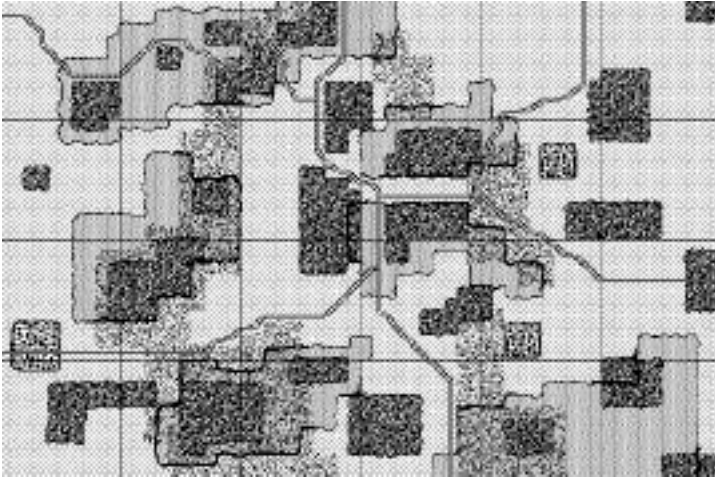
OPFOR

1 x 122mm Howitzer
1 x 152mm Howitzer
3 x MIG27
Fair chance of additional artillery or air support.

Battle Group Patten (20 CMBG)

SITUATION:

Map 008



Scenario time limit 60 minutes.

A CA tank heavy battle group (four armoured squadrons and one mechanized infantry company) is advancing Eastward with orders to penetrate or bypass any enemy opposition. OPFOR has a battalion sized blocking position (two tank companies and two motorized rifle platoons) two to four kilometers East of the CA force.

MISSIONS:

CA - Exit 35 percent of original force across East edge of the map within 60 minutes.

OPFOR - Block or delay CA force. Prevent exit of at least 65 percent of CA force.

ORDER OF BATTLE:

CA

4 x Tank Squadron
Mechanized Infantry Company

OPFOR

2 x Tank Company
2 x Motorized Rifle Platoon (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer
2 x F16/F18
Some chance of additional artillery or air support.

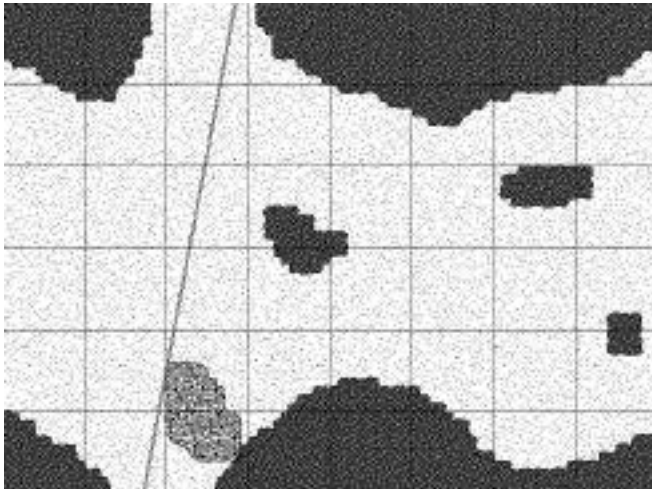
OPFOR

152mm Howitzer
2 x MIG27
Some chance of additional artillery or air support.

Battle Group Pipes (20 CMBG)

Situation:

Map 016



Scenario time limit 60 minutes.

OPFOR has a mid-level military capability with no thermal sights, second line tanks, and weak ATGMs. An OPFOR armored thrust is moving toward Objective A. The terrain is open desert with good trafficability throughout. The weather is inclement with alternating rain, wind, and blowing sand limiting maximum visual and thermal sighting to 2000 meters.

A CA battle group is moving into a blocking position, with orders to prevent OPFOR from taking Objective A and cutting Pipeline Road, a vital communications artery.

MISSIONS:

CA - Prevent enemy occupation of Objective A.

OPFOR - Occupy Objective A. OPFOR wins if at the end of 60 minutes there is at least one OPFOR unit in Objective A. It does not matter if CA also has a unit in the town.

Note: OPFOR tanks and ATGMs should not have thermal sights in this scenario. ATGMs should not have advanced warheads.

ORDER OF BATTLE:

CA

Armoured Squadron (-)
Mech Infantry Company
Anti-Armour Section (-)
81mm Mortar Group

OPFOR

3 x Tank Battalion (T72M)
Mech Infantry Battalion (+)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
227mm MLRS
5% chance of additional artillery ammo.
No air support.

OPFOR

3 x 122mm Howitzer
5% chance of additional artillery support.
No air support.

Combat Team Shanks (20 CMBG)

SITUATION:

Map 001



Scenario time limit 60 minutes.

The battle area is in turmoil after a major local OPFOR penetration. An Allied forward airfield is threatened by an advancing OPFOR, motorized rifle battalion (BTR). The enemy battalion is at the east edge of the map, just 7 to 8 kilometers from the airfield. All aircraft have left the airfield, but significant underground stores of fuel, ammunition, and spare parts remain and must be protected. The airfield defence force is on its own except for a collection of recently arrived stragglers. A CA reserve battalion is moving toward the airfield, but it will not be in a position to help for at least an hour.

MISSIONS:

CA - Defend the airfield (Objective A). Keep Objective A clear of enemy forces for one hour. The CA wins if no OPFOR unit enters Objective A within 60 minutes.

OPFOR - Enter the airfield. OPFOR wins at the end of any combat phase in which an OPFOR unit is inside Objective A.

ORDER OF BATTLE:

CA

1 x Mech Inf Co (-), 4 x Coyote Recce
2 x M113 TUA, 2 x Bison Mortar Carrier
10 x Inf Tm w LMG
6 x Inf Rifles x 4, 6 x Inf Rifles x 2
6 x MG Team C9 5.56mm
6 x MG Team C6 7.62mm
4 x MG Team 50cal
6 x SRAAW Team, 6 x Eryx ATGM
2 x Javelin S15 SAM, 6 x Iltis LUVW
6 x Truck LSVW, 4 x Truck MLVW

OPFOR

2 x Recon Platoon
1 x Tank Company
1 x Motorized Rifle Battalion (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

None at present, but slight chance of unplanned air support.

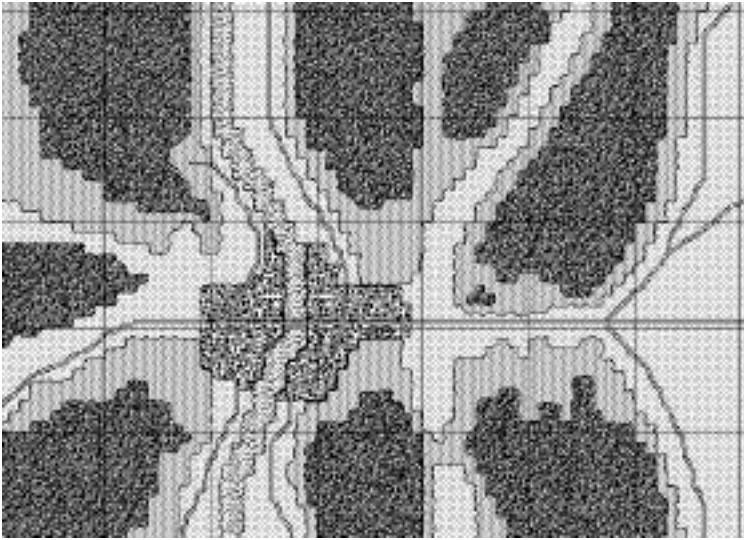
OPFOR

None at present, but slight chance of unplanned air support.

Combat Team Smith (20 CMBG)

SITUATION:

Map 003



Scenario time limit: 20 minutes

One Canadian Mechanized Infantry platoon supported by four M113 TUA and two Griffon helicopters forms the rear guard of a withdrawing battalion. The platoon must defend a town and the last intact bridge in the sector. OPFOR has the remains of a tank battalion three to five kilometers East of the town racing to seize the bridge intact. Leading OPFOR units will cross the East edge of the map around 1000. The bridge is being prepared for demolition and at least 20 minutes will be needed to complete the job.

MISSIONS:

CA - Keep OPFOR out of Objective A for twenty minutes. CA wins if no OPFOR unit enters Objective A within 20 minutes.

OPFOR - Occupy Objective A. OPFOR wins at the end of any combat phase in which an OPFOR unit is inside Objective A

ORDER OF BATTLE:

CA

Mechanized Infantry Platoon
4 x M113 TUA
2 x Griffon Helicopters

OPFOR

2 x Tank Companies
2 x Motorized Rifle Platoons

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Battle Group Stewart (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

A CA reinforced mech infantry battalion is advancing eastward with orders to penetrate or bypass any enemy opposition. The exact trace of OPFOR's line is not known but at least a battalion sized force waits four to ten kilometers east of the CA force.

MISSIONS:

CA - Penetrate OPFOR defense. Exit at least 20 percent of original force across eastern edge of the map.

OPFOR - Delay CA advance. Prevent exit of significant enemy force across eastern edge of the map.

ORDER OF BATTLE:

CA

Tank Squadron
Mechanized Infantry Battalion

OPFOR

2 x Tank Company
2 x Motorized Rifle Company (BMP)
Antitank Platoon
Air Defense Platoon

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

3 x 155mm Howitzer
6 x F16/F18

OPFOR

2 x 152mm Howitzer
122mm MRL BN
2 x MIG27

Battle Group Trabue (20 CMBG)

SITUATION:

Map 001



Scenario time limit 60 minutes.

A CA battle group and an OPFOR motorized rifle battalion (BMP)(+) are racing toward the same objective. The CA battle group is now 10 kilometers West of the objective. The OPFOR battalion is 10 Kilometers East of the objective.

MISSIONS:

CA - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

OPFOR - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

Admin Note: At the end of 60 minutes, whichever side has sole possession of Objective A is the winner. Any other result is a draw.

ORDER OF BATTLE:

CA

Mechanized Infantry Battalion
Tank Squadron
Air Defense Section (Javelin)

OPFOR

Motorized Rifle Battalion (BMP)
2 x Tank Company
Antitank Section
Air Defense Section (ZSU)

OFFMAP ARTILLERY AND AIR SUPPORT:

CA

155mm Howitzer
227mm MLRS
2 x F16/F18
5% chance of additional artillery ammo.
10% chance of additional air support.
5% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

2 x 152mm Howitzer
MRL Battalion
4 x MIG27

Capture The Flag Mech CA (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a novelty game. It can not be played against the computer opponent - please find a human.

You are tired of realistic situations. You want to get out the soda and pretzels and just enjoy a monstrous free for all. You long for a fair fight between equal forces.

The CA player commands a mech heavy battle group and OPFOR a reinforced motorized rifle regiment (BMP). The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of CA - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

CA and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

CA

Armoured Regiment
2 x Mech Infantry Battalion

OPFOR

Tank Battalion (+)
Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer, 1 x MLRS
6 x F16/F18
Good chance of additional artillery and air support.

OPFOR

2 x 152mm Howitzer, 122mm MRL BN
6 x MIG27
Good chance of additional artillery and air support.

Capture The Flag Tanks CA (20 CMBG)

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a novelty game. It can not be played against the computer opponent - please find a human.

You are tired of realistic situations. You want to get out the soda and pretzels and just enjoy a monstrous free for all. You long for a fair fight between equal forces. **AND YOU WANT LOTS OF TANKS!**

The CA player commands six armoured squadrons and OPFOR a reinforced tank regiment. The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of CA - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

CA and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

CA

6 x Armoured Squadron
2 x 155mm SP Howitzer Battery (On Map)

OPFOR

Tank Regiment (+)

OFF MAP ARTILLERY AND AIR SUPPORT:

CA

2 x 155mm Howitzer, 1 x MLRS
6 x F16/F18
Good chance of additional artillery and air support.

OPFOR

2 x 152mm Howitzer, 122mm MRL BN
6 x MIG27
Good chance of additional artillery and air support.

Custom Scenario CA (20 CMBG)

SITUATION: Player defined

MISSIONS: Player defined

ORDER OF BATTLE: Player defined

FIRE SUPPORT: Player defined

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Custom Scenario US Army
Custom Scenario USMC

Basic Training - US

SITUATION:

Scenario time limit 20 minutes.

Map 001



A USMC company sized reconnaissance force is moving East on a road in the Northwest corner of the map. An OPFOR squad sized observation post is located in objective A in the woods two to three kilometers to the East.

MISSIONS:

US - Clear Objective A of all enemy forces.

OPFOR - Occupy Objective A. There must be at least one OPFOR unit in Objective A at all times.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

US

1 x M1A1 Tank Platoon
1 x Light Armored Infantry Platoon
1 x Rifle Platoon (Mech)

OPFOR

1 x T80 Tank
1 x Motorized Rifle Squad (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
2 x F18
1 x AV8
No chance of additional artillery or air support.

OPFOR

None. No chance of additional artillery or air support.

Task Force Anderson

SITUATION:

Map 001



Scenario time limit 60 minutes.

A USMC Light Armored Infantry Battalion (+) and an OPFOR Motorized Rifle Battalion (BMP)(+) are racing toward the same objective. The USMC battalion is now 10 kilometers West the objective. The OPFOR battalion is 10 Kilometers East of the objective.

MISSIONS:

USMC - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

OPFOR - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

Admin Note: At the end of 60 minutes, whichever side has sole possession of Objective A is the winner. Any other result is a draw.

ORDER OF BATTLE:

USMC

LAI Battalion
Tank Company
LAI Air Defense Platoon

OPFOR

Motorized Rifle Battalion (BMP)
2 x Tank Company
Antitank Section
Air Defense Section (ZSU)

OFFMAP ARTILLERY AND AIR SUPPORT:

USMC

155mm Howitzer
155mm Howitzer
4 x F16/F18
5% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

2 x 152mm Howitzer
MRL Battalion
4 x MIG27
5% chance of additional artillery support.
10% chance of additional air support.

Task Force Arsenault

SITUATION:

Map 015



Scenario time limit 60 minutes.

A US Army battalion sized task force and an OPFOR reinforced motorized rifle Battalion are approaching the same small oil and gas refinery - Objective A - from opposite sides. Both units were sent to determine the status of the refinery and neither force was aware of the other's presence until their scouts simultaneously fired on each other. The scenario starts with that initial exchange.

MISSIONS:

US - Clear and occupy Objective A.

OPFOR - Clear and occupy Objective A.

Admin Note: The winner is the side that is the sole occupant of Objective A at the end of 60 minutes. Any other result is a draw.

ORDER OF BATTLE:

US

2 x Armor Companies
2 x Mechanized Infantry Companies

OPFOR

1 x Motorized Rifle Battalion (BMP)
2 x Tank Company

OFFMAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
2 x F16/F18
5% chance of additional artillery ammo.
5% chance of additional air support.

OPFOR

2 x 152mm Howitzer
2 x MIG27
5% chance of additional artillery ammo.
5% chance of additional air support.

Team Cahoon

SITUATION:

Map 007



Scenario time limit 45 minutes.

A US tank company and a mech infantry platoon must clear an area to prevent enemy observation of a small town that is soon to be used as a forward assembly area. The mech platoon has already entered the town in the central portion of the map. The armored company is about a kilometer west. As the mech platoon entered the town, a departing group of civilians indicated that they had seen OPFOR units in defensive positions just east of the town. They added that they had not seen any OPFOR troops inside the town except along the east end.

MISSIONS:

US - Clear Objective A of all enemy forces within 45 minutes.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

US

1 x Tank Company
1 x Mechanized Infantry Platoon
1 x M106 4.2" Mortar Section

OPFOR

2 x Tank Platoons
1 x Motorized Rifle Platoon (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
1 x F16/F18
Small chance of additional artillery and air support.

OPFOR

1 x 152mm Howitzer
Small chance of additional artillery and air support.

Task Force Craig 1

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 2

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 3

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 4

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 5

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 6

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 7

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Craig 8

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC light armored infantry battalion is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Light Armored Infantry Battalion

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

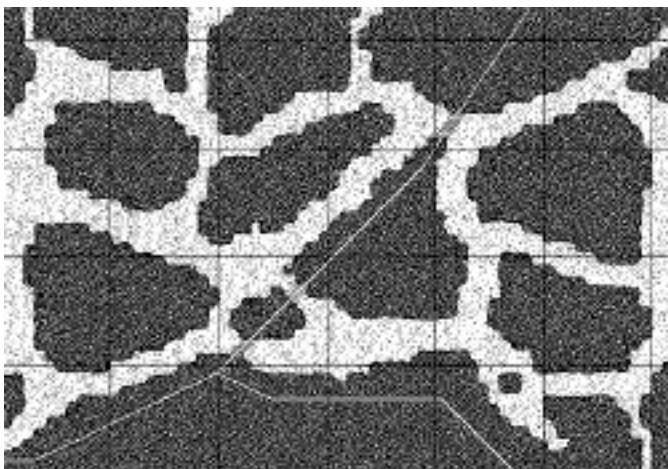
3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Davis

SITUATION:

Map 012



Scenario time limit 60 minutes.

A US Army armored cavalry troop has occupied three key bridges over a wadi complex, deep in enemy territory. Their mission is to hold these bridges for the rest of the division, approximately one hour behind them. OPFOR is aware of this incursion, and is mounting a counterattack to retake the bridges, before the US armored division can arrive. A second US armored cavalry troop with helicopter support is on the way as reinforcements for the defense.

MISSIONS:

US - Clear and occupy Objective A. US wins if there are no OPFOR units inside Objective A at the end of 60 minutes.

OPFOR - Clear and occupy Objective A. OPFOR wins if there are no US units inside Objective A at the end of 60 minutes.

Admin Note 1: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 2: Light brown desert is wadi, low ground for LOS and light rough terrain for movement.

Admin Note 3: The terrain immediately around each bridge is filled with stone, metal, and concrete debris from several generations of earlier bridges. LOS is very unpredictable in the vicinity of each bridge. Bridges and nearby terrain are low ground for LOS, town and rough for defensive benefits, and road or rough terrain for movement.

ORDER OF BATTLE:

US

1 x Armored Cavalry Troop
1 x Armored Cavalry Troop
1 x Air Defense Platoon
2 x AH64 AT helicopters

OPFOR

Motorized Rifle Battalion (+) (BMP)
Tank Battalion

OFFMAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
2 x F16/F18
5% chance of additional artillery ammo.
5% chance of additional air support.

OPFOR

2 x 152mm Howitzer
2 x MIG27
5% chance of additional artillery ammo.
5% chance of additional air support.

Task Force DeGoey

SITUATION:

Map 001 (+)



Scenario time limit 180 minutes.

OPFOR is a small, extremely belligerent nation that has been attempting to develop a limited range nuclear weapon capability for some time. OPFOR is generally considered by the international community to be an outlaw nation. Ten days ago, it was discovered that OPFOR had obtained certain key components from another country and was actively assembling several weapons. US national intelligence has located most of the facilities involved in OPFOR's nuclear program. The decision has been made to neutralize them with simultaneous air and ground attacks. Most of the sites will be destroyed by air strikes, however several are located in underground caverns and are believed to be impervious to air attack. A hurriedly assembled US Marine Corps Expeditionary Brigade (MEB) has been tasked to remove or destroy nuclear devices at one of the underground sites - Objective Foxtrot. Once located, the removal or destruction of the nuclear devices will take several hours.

The game begins with the MEB's amphibious operation already well underway using a beach located about one kilometer off the west edge of the map. All of the MEB's ground combat power is ashore and in motion - one battalion is on the ground and one is in the air. The first battalion has moved off the beach after an unopposed, amphibious landing using AAV7 assault amphibian vehicles and LCACs (a type of landing craft suitable for moving heavy equipment). The second battalion has just crossed the beach in CH46 and CH53 helicopters.

OPFOR has just become aware that the raid is underway. OPFOR has several company sized garrisons at and around Objective F, but they have little transportation. A Motorized Rifle Regiment (-) is enroute and can reach Objective F within one hour. A motorized rifle division is enroute and can arrive within three hours (the division is not gamed, its arrival is assumed in the victory conditions).

Admin Note: OPFOR's on map units always begin the game in the same positions. This simulates the likelihood that US intelligence would be able to provide exact locations for garrison and security forces near the objective. The US player should turn off OPFOR fog of war during the setup turn to study the on map situation. It is recommended that OPFOR fog of war be turned back on prior to starting the first combat turn. OPFOR's off map units may enter anywhere along the eastern map edge.

MISSIONS:

US - Occupy Objective F for two hours. The US wins instantly as soon as the objective has been cumulatively occupied for at least two hours by at least one US ground unit.

OPFOR - Defend Objective F until arrival of reinforcing division. OPFOR wins if at the end of three hours the US has not been able to occupy the objective for two hours.

Admin Note 1: Each turn in which the US player has at least one ground unit in the objective at the end of the combat phase, adds one minute to the occupation timer.

Admin Note 2: The scenario victory conditions do not require the US player to exit any forces in order to win. However, the Game Status Report will show the US exit percentage for any units exited off the west edge of the map. Experienced players might want to add a personal goal of getting a significant percentage of their units back to the beach.

ORDER OF BATTLE:

US

- 1 x Rifle Battalion
- 1 x Rifle Battalion (Mech)
- 1 x Tank Platoon
- 1 x LAI Platoon (+)
- 1 x AH1 Cobra Squadron
- 1 x CH46 Helicopter Squadron
- 1 x CH53 Helicopter Squadron

OPFOR

- 2 x Garrison Company
- 1 x Motorized Rifle Regiment (-) (BTR)
- 1 x Tank Battalion

OFFMAP ARTILLERY AND AIR SUPPORT:

US

- 2 x 155mm Howitzer
- 6 x F16/F18
- Very high probability of additional air support throughout game.

OPFOR

- 2 x 152mm Howitzer
- 2 x MIG27
- Slight chance of unplanned air support.

Task Force Fenwick

SITUATION:

Map 010



Scenario time limit 60 minutes.

With minimum notice, a US Army air assault battalion has been tasked to stage a heliborne, punitive raid against a terrorist training camp. The camp's host nation has steadfastly denied supporting international terrorism and maintains that the facility is simply one of its regular army garrisons. In addition to destroying the camp, the air assault battalion must thoroughly search its buildings to obtain irrefutable evidence of its true nature, and to possibly capture terrorist leaders for subsequent public trial. Terrorists and OPFOR military personnel inside the camp comprise the equivalent of a reinforced light infantry company. The camp has no heavy antiaircraft artillery but shoulder fired SA16s are plentiful. A regular OPFOR army platoon with a few BTR armored personnel carriers is billeted in a small village just outside the facility. A regular OPFOR army garrison is located only a few kilometers East of the camp and a motorized rifle battalion can reinforce the camp in about twenty minutes. For several days four US recon/sniper teams have been reconnoitering the perimeter of the camp and they are now in position to support the air assault. The Army air assault force is now enroute to the camp.

MISSIONS:

US - Enter and clear Objectives A through E, occupy Objective E for 20 minutes, then exit at least 50 percent of original force.

OPFOR - Defend Objectives A through E, attrit the US force, and prevent its extraction.

Admin Note 1: OPFOR wins at the end of 60 minutes if the US has not at some point in the game entered and cleared each of the objectives, has not occupied Objective E for 20 minutes, and or does not exit 50 percent of his original force. It is not necessary for the US player to keep a unit in any objective other than Objective E once it has been simultaneously occupied by a US unit and cleared of any enemy unit. Objective E must be occupied for 20 minutes.

Admin Note 2: US sniper and recon teams may be positioned anywhere on the map during the setup turn except inside the fenceline of the camp.

Admin Note 3: OPFOR tanks, vehicles, and weapons should not have thermal sights or advanced ammunition in this scenario.

Admin Note 4: OPFOR's on map units always begin the game in the same positions and are visible to the US player during the setup turn. This simulates the likelihood that US intelligence and the predeployed recon/sniper teams would be able to provide exact locations for garrison and security forces near the objective. OPFOR's off map units may enter anywhere along the eastern map edge.

Admin Note 5: The small squares located in the top left corner and in the lower left corner of the map represent distant off map safe areas in which US helicopters can shelter while waiting to return to extract the landing force.

The US player should only place "off map" units in these squares. The OPFOR player should not enter or attack these squares. In solitaire games, the computer opponent will not intentionally attack these squares as long as the helos in them are not at medium altitude.

ORDER OF BATTLE:

US

2 x Rifle Company (+)(Helo)
2 x Anti Armor Platoon (TOW)
2 x Sniper Team
2 x Recon/Sniper Team
4 x AH64 Apache Helicopters
34 x UH60 Blackhawk Helicopter
4 x CH47 Chinook Helicopter

OPFOR

Garrison Company
Garrison Platoon (BTR)
2 x Motorized Rifle Company (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
4 x F16/F18
No chance of additional artillery ammo.
15% chance of additional air support throughout game.

OPFOR

No off map artillery or air support.

Task Force Frolik 1

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 2

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 3

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 4

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3x155mm Howitzer
4xF18
2xAV8
Fair chance of additional artillery and air support.

2x152mm Howitzer
1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 5

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer. 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 6

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 7

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

OPFOR

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

OPFOR

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Frolik 8

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (+) is defending in the central part of the map. A tank company and a rifle company (mech) (+) is moving to reinforce the defense, and is expected to cross the west edge of the map at about 0730.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (+)
Tank Company
Rifle Company (Mech)(+)

Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3x155mm Howitzer
4xF18, 2xAV8
Fair chance of additional artillery and air support.

2x152mm Howitzer, 1xMRL Battalion
2xMIG27
Slight chance of additional artillery and air support.

Task Force Gallagher 1

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

SITUATION:

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Task Force Gallagher 2

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Task Force Gallagher 3

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Task Force Gallagher 4

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Gallagher 5

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Gallagher 6

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Gallagher 7

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

SITUATION:

US - A US Army battalion sized task force (balanced armor and mech infantry) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer, 1 x MRL Battalion
2 x MIG27

Task Force Gallagher 8

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

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MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS Battalion
3 x F16

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Gebhard

SITUATION:

Map 001



Scenario time limit 120 minutes.

A US Army armored cavalry squadron (-) is advancing eastward with orders to penetrate or bypass any enemy opposition. The exact trace of OPFOR's line is not known but at least a battalion sized force waits four to ten kilometers east of the US force.

MISSIONS:

US - Penetrate OPFOR defense. Exit at least 20 percent of original force across eastern edge of the map.

OPFOR - Delay US advance. Prevent exit of significant enemy force across eastern edge of the map.

ORDER OF BATTLE:

US

Tank Company
2 x Armored Cavalry Troop
155mm SP Howitzer Battery

OPFOR

2 x Tank Company
2 x Motorized Rifle Company (BMP)
1 x Antitank Platoon
1 x Air Defense Platoon

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
4 x F16/F18
Good chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x 122mm MRL BN
2 x MIG27
Good chance of additional air and artillery support.

Team Hall

SITUATION:

Map 005



Scenario time limit 20 minutes.

A US tank company must penetrate platoon sized flank screening elements of an OPFOR Motorized Rifle Division.

MISSIONS:

US - Rapidly penetrate OPFOR screen. Exit at least 50 percent of original force across eastern edge of the map.

OPFOR - Delay US penetration. Prevent exit of significant enemy force across eastern edge of the map.

ORDER OF BATTLE:

US

OPFOR

13 x M1A1 Tank

4 x T80 Tank

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

1 x 155mm Howitzer
No chance of additional artillery or air support.

1 x 152mm Howitzer
No chance of additional artillery or air support.

Task Force Harper

SITUATION:

Map 001



Scenario time limit 120 minutes.

An OPFOR second echelon motorized rifle regiment (BMP) is moving West through a just opened gap. The regiment is traveling in a long column of battalions and the leading reconnaissance elements are just off the East edge of the map. Heavy fighting on the flanks of the gap leaves only the largely unmechanized Force reserve available for commitment. The reserve is a USMC rifle battalion located about ten kilometers West of the gap. The battalion must rapidly displace by helicopter to establish blocking and delaying positions as far forward as possible. There are only enough helicopters to lift a bit more than a rifle company at a time. A reinforced USMC tank company is also enroute, but it is presently 30 minutes off the West edge of the map.

MISSIONS:

US - Block or delay the OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US defense. Exit at least 20 percent of original force across the Western edge of the map.

ORDER OF BATTLE:

US

- 1 x Rifle Battalion
- 1 x Tank Company
- 1 x CH46 Helicopter Squadron
- 2 x AH1 Cobra Flights

OPFOR

- 1 x Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

- 3 x 155mm Howitzer
- 4 x F18
- 2 x AV8

Some chance of additional artillery and a good chance of additional air support.

OPFOR

- 2 x 152mm Howitzer
- 1 x MRL Battalion
- 2 x MIG27

Some chance of additional artillery and air support.

Task Force Henson

SITUATION:

Map 001



Scenario time limit 120 minutes.

An OPFOR second echelon motorized rifle regiment (BMP) is moving West through a recently opened gap. The regiment is traveling in a long column of battalions and the leading reconnaissance elements are just off the East edge of the map. Heavy fighting on the flanks of the gap leaves only a largely unmechanized reserve available for commitment. The reserve is an ad hoc rifle battalion located about ten kilometers West of the gap. The battalion must rapidly displace by helicopter to establish blocking and delaying positions as far forward as possible. There are only enough helicopters to lift about a rifle company at a time. A reinforced tank company is also enroute, but it is presently 30 minutes off the West edge of the map.

MISSIONS:

US - Block or delay the OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US defense. Exit at least 20 percent of original force across the Western edge of the map.

ORDER OF BATTLE:

US

- 1 x Rifle Battalion
- 1 x Tank Company
- 1 x Mech Infantry Platoon
- 9 x UH60 Blackhawk Helicopter
- 5 x AH64 Apache Helicopter

OPFOR

- 1 x Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

- 3 x 155mm Howitzer
- 4 x F16
- Some chance of additional artillery and a good chance of additional air support.

OPFOR

- 2x152mm Howitzer
- 1xMRL Battalion
- 2xMIG27
- Some chance of additional artillery and air support.

Team Hill

SITUATION:

Map 005



Scenario time limit 60 minutes.

One US Army mech infantry company and a tank platoon are five kilometers West of Objective A. Objective A is occupied by an OPFOR motorized rifle platoon (BTR) and a tank platoon.

MISSIONS:

US - Clear Objective A of all enemy forces.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

US

1 x Mech Infantry Company
1 x Tank Platoon

OPFOR

1 x Motorized Rifle Platoon (BTR)
1 x Tank Platoon

OFF MAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

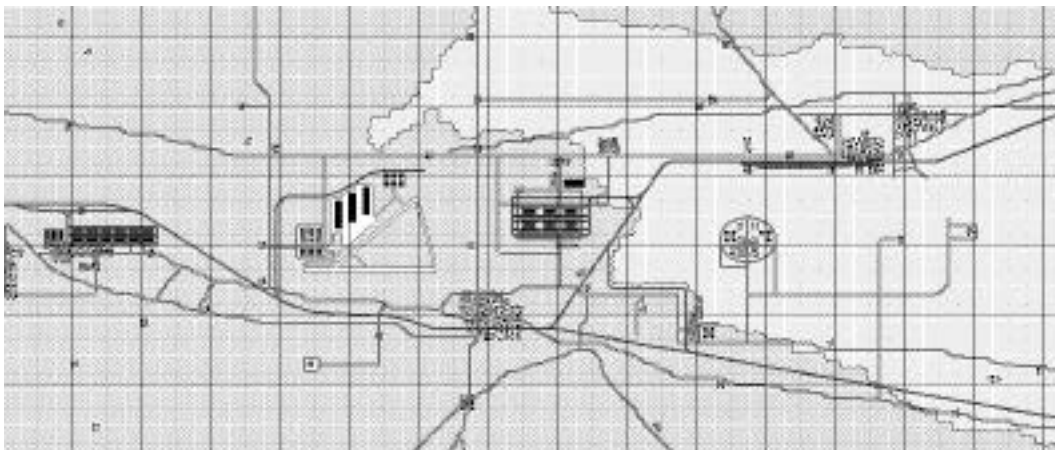
OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Task Force Hoefft 1

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

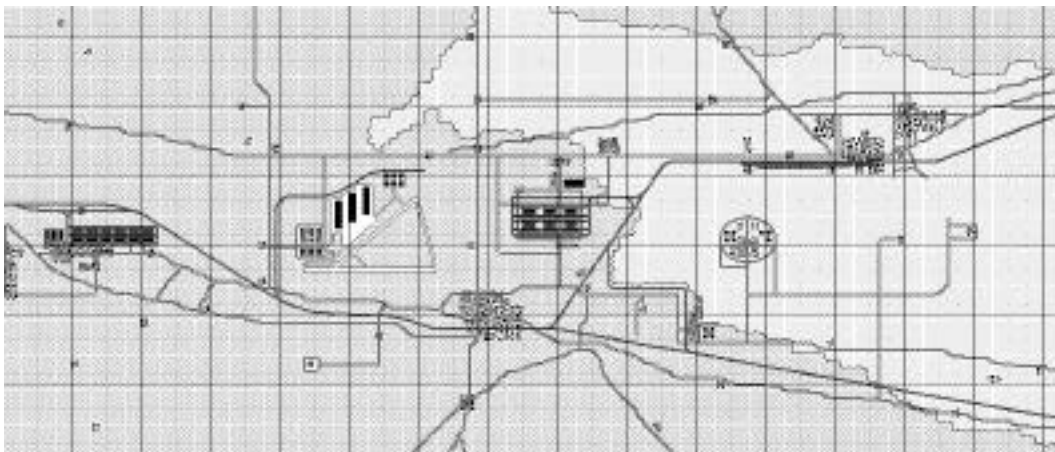
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoefft 2

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

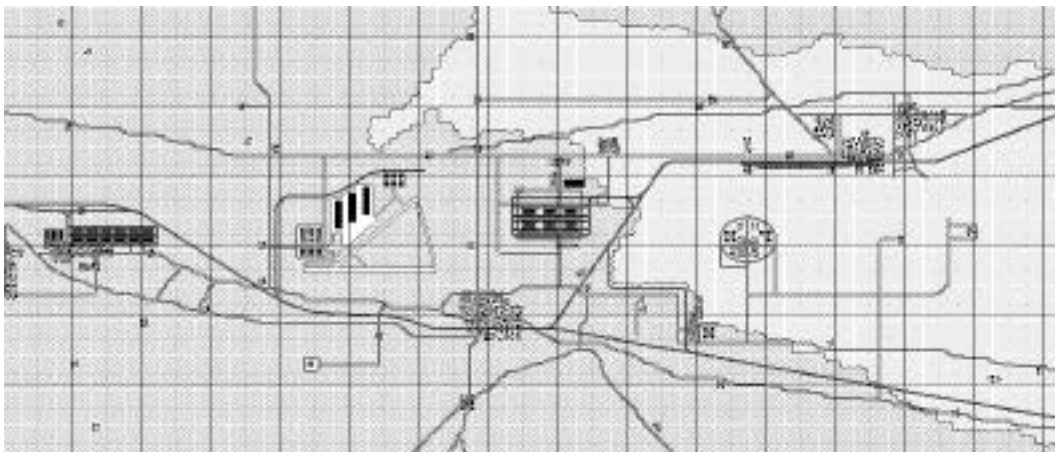
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoeft 3

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

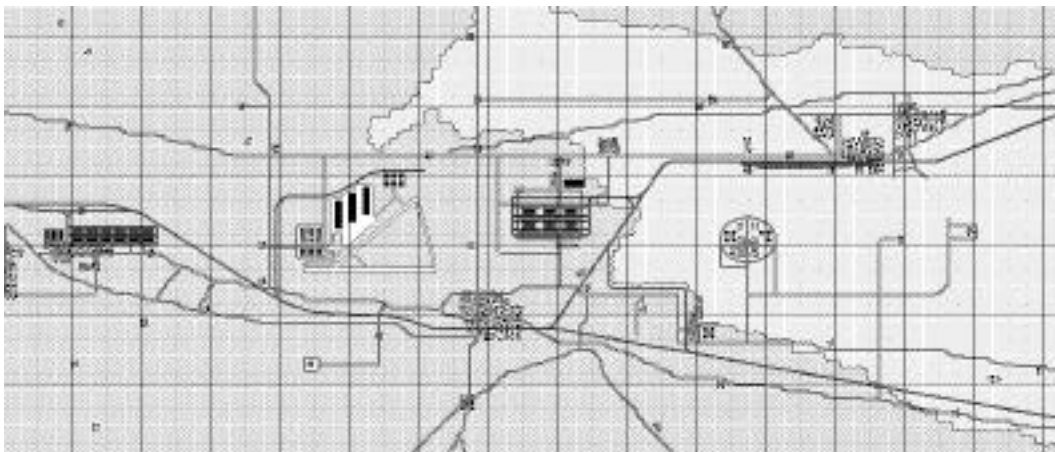
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoefft 4

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

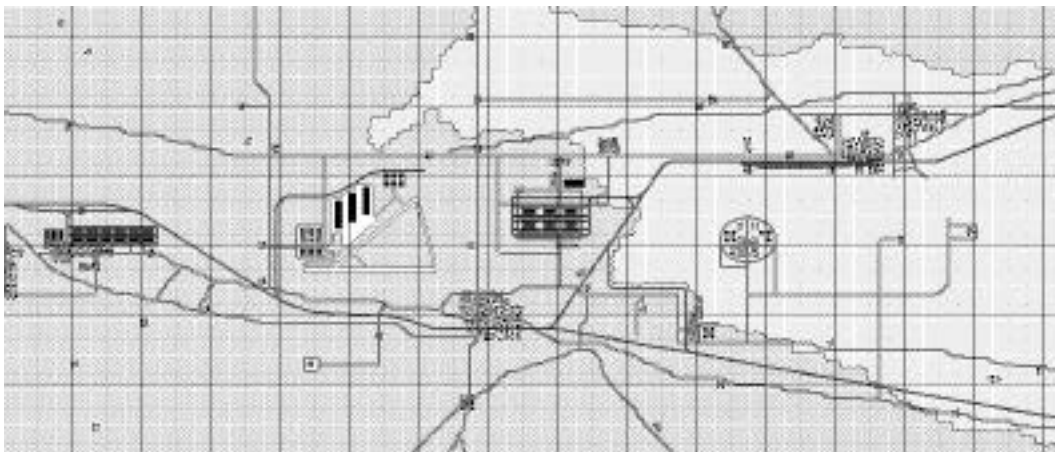
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoeft 5

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

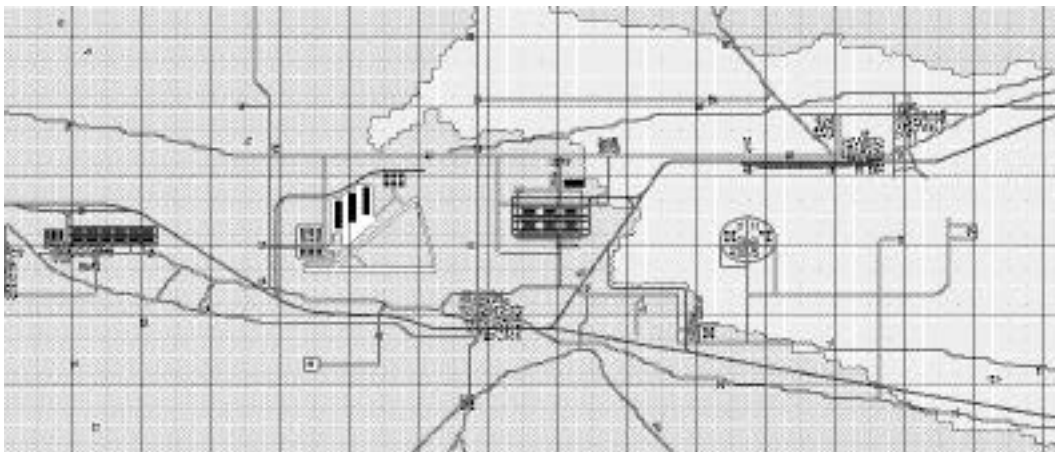
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoefft 6

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

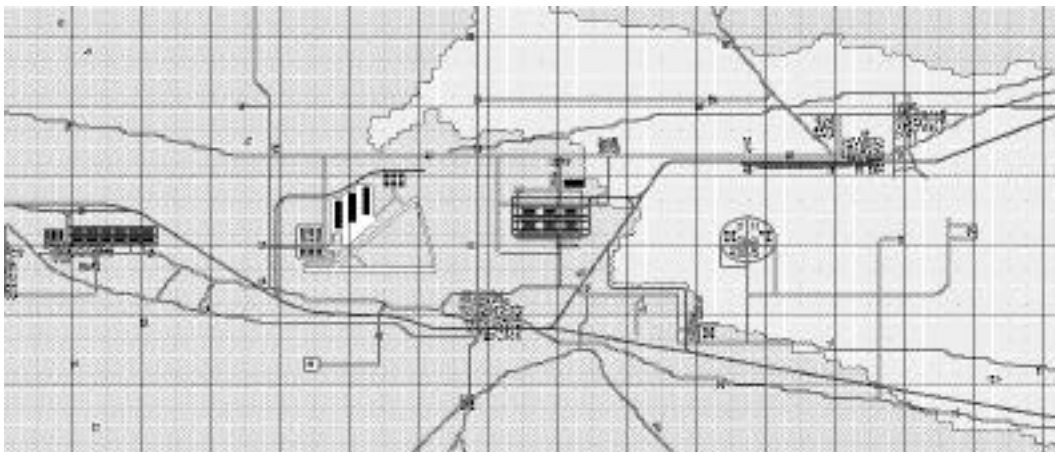
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoefft 7

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

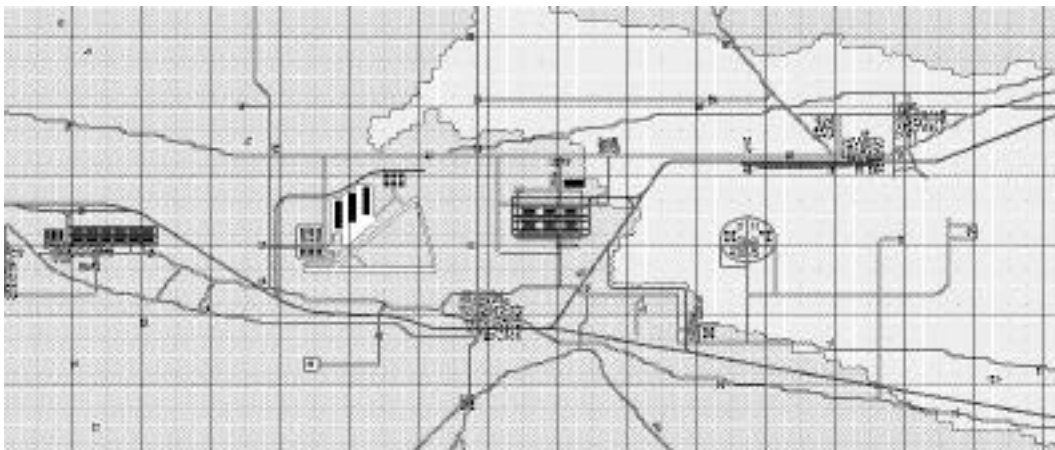
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hoefft 8

SITUATION:

Map 014



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized task force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd motorized rifle battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Battalion Task Force consisting of two Armor Companies and two Mechanized Infantry Companies

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16

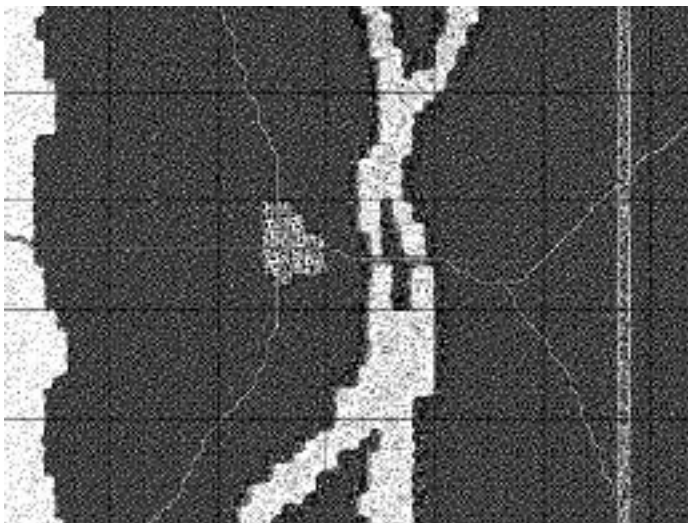
OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Hurley 1

SITUATION:

Map 011



Scenario time limit 50 minutes.

A US Army battalion-sized, mechanized task force has been given the mission of occupying a crossroads town near a dry wadi, and then pushing on to the east. Opfor defenses in the vicinity of the town are limited to a reinforced infantry company (motorized), but do include some state-of-the-art antitank missiles, and the defenders are entrenched. An Opfor tank battalion is currently located just off the map to the east, and can be expected to reinforce the Opfor defenses during the engagement.

MISSIONS:

US Army - Enter, clear, and hold Objective A, and exit at least 30 percent of original force off the east map edge.

Opfor - Defend and hold Objective A, attrit the US force, and prevent its exit.

Admin Note 1: Opfor wins if it has any unit in the town at the end of 50 minutes, or if the US has not exited at least 30 percent of its original force.

Admin Note 2: Due to “heat shimmer” caused by the high temperatures on the flat desert ground, the maximum visibility range is 2000 meters for both visual and thermal sighting systems.

Admin Note 3: The dark stripe running North to South near the East edge of map is a man-made sand berm. The berm is the same elevation as nearby terrain, but it is a line of sight block (new feature).

Admin Note 4: Entrenchments may not be put in the town.

Admin Note 5: Bridges are high ground for LOS and road terrain for movement.

Admin Note 6: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 7: Left (western) wadi is low ground for LOS and clear terrain for movement.

Admin Note 8: Center wadi is low ground for LOS and very rough going for movement.

ORDER OF BATTLE:

US

2 x Mech Infantry Company
1 x Tank Company
1 x Air Defense Platoon (BSFV)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
4 x F16/F18
3% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

1 x Motorized Rifle Company (BTR)
1 x Tank Battalion [Off Map]

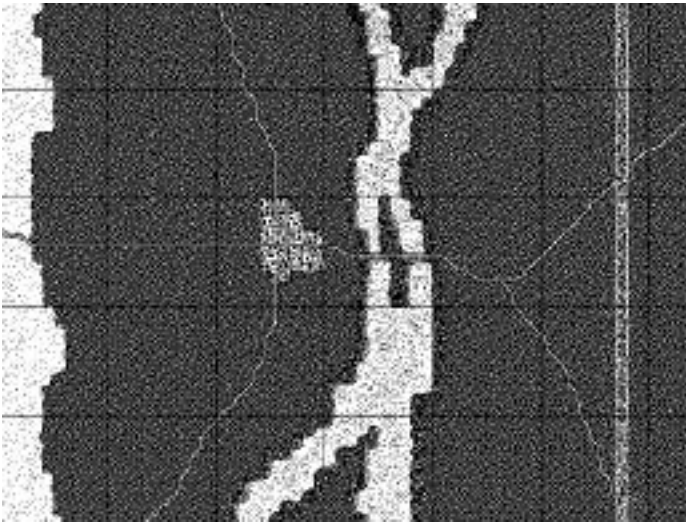
OPFOR

2 x 152mm Howitzer
2 x Fixed Wing sorties.
3% chance of additional artillery ammo.
5% chance of additional air support.

Task Force Hurley 2

SITUATION:

Map 011



Scenario time limit 50 minutes.

A US Army battalion-sized, mechanized task force has been given the mission of occupying a crossroads town near a dry wadi, and then pushing on to the east. Opfor defenses in the vicinity of the town are limited to a reinforced infantry company (BMP). An Opfor tank battalion is currently located just off the map to the east, and can be expected to reinforce the Opfor defenses during the engagement.

MISSIONS:

US Army - Enter, clear, and hold Objective A, and exit at least 30 percent of original force off the east map edge.

Opfor - Defend and hold Objective A, attrit the US force, and prevent its exit.

Admin Note 1: Opfor wins if it has any unit in the town at the end of 50 minutes, or if the US has not exited at least 30 percent of its original force.

Admin Note 2: Due to “heat shimmer” caused by the high temperatures on the flat desert ground, the maximum visibility range is 2000 meters for both visual and thermal sighting systems.

Admin Note 3: The dark stripe running North to South near the East edge of map is a man-made sand berm. The berm is the same elevation as nearby terrain, but it is a line of sight block (new feature).

Admin Note 4: Entrenchments may not be put in the town.

Admin Note 5: Bridges are high ground for LOS and road terrain for movement.

Admin Note 6: Dark brown desert is high ground for LOS and clear terrain for movement.

Admin Note 7: Left (western) wadi is low ground for LOS and clear terrain for movement.

Admin Note 8: Center wadi is low ground for LOS and very rough going for movement.

ORDER OF BATTLE:

US

2 x Mech Infantry Company
1 x Tank Company
1 x Air Defense Platoon (BSFV)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
4 x F16/F18
3% chance of additional artillery ammo.
10% chance of additional air support.

OPFOR

Motorized Rifle Company (BMP)
Tank Battalion [Off Map]

OPFOR

2 x 152mm Howitzer
2 x Fixed Wing sorties.
3% chance of additional artillery ammo.
5% chance of additional air support.

Task Force Kaye 1

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 2

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 3

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 4

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 5

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 6

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 7

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Kaye 8

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Marine mechanized battalion task force is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Tank Company
2 x Rifle Company (Mech)

OPFOR

1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Team Kelley 1

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 2

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regt (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental recon elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Bn should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Bns are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 3

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 4

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS,
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 5

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 6

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 7

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Team Kelley 8

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - An attrited tank heavy company team is conducting a mobile delaying action.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Exit at least 25% of original US forces across Western map edge and prevent exit of at least 60% of the enemy force across western map edge.

OPFOR - Penetrate US screen. Exit at least 40% of original force across western edge of the map.

ORDER OF BATTLE:

US

1 x Tank Company (-), 1 x Mech Infantry Platoon
2 x OH58 Kiowa Helo (GP)
10 x Artillery Delivered Minefield

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer, 1 x 227mm MLRS
4 x F16/F18
10% Chance of additional artillery ammo.
15% Chance of additional air support.

OPFOR

1 x 152mm Howitzer, 1 x MRL Battalion
1 x MIG27
5% Chance of additional artillery ammo.
10% Chance of additional air support.

Task Force Kincaid 1

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BTR). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 2

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BTR). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 3

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BTR). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 4

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BTR). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 5

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BMP). The motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 6

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BMP). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 7

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BMP). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Task Force Kincaid 8

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

A US Army attack helicopter battalion has been ordered to interdict an advancing, second echelon, OPFOR motorized rifle regiment (BMP). The motorized rifle regiment is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

Attack Helicopter Battalion (AH64)

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x MLRS Battalion
Low chance of additional air and artillery support.

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
Low chance of additional air and artillery support.

Team Kremp

SITUATION:

Map 006



Scenario time limit 60 minutes.

A US light infantry platoon must clear a poorly supported OPFOR motorized rifle platoon from high ground overlooking a road junction.

MISSIONS:

US - Clear Objective A of all enemy forces within 60 minutes.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit on Objective A.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit on Objective A.

ORDER OF BATTLE:

US

1 x Rifle Platoon
2 x M60 Machine Gun Team
2 x Javelin ATGM Team
1 x 81mm Mortar Section

OPFOR

1 x Motorized Rifle Platoon (BTR)
1 x AGS17 Grenade Launcher Team

OFFMAP ARTILLERY AND AIR SUPPORT:

US

None. No chance of additional artillery or air support.

OPFOR

None. No chance of additional artillery or air support.

Task Force Low 1

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18, 2x AV8

2 x 152mm Howitzer
1 x MRL Battalion, 2 x MIG27

Task Force Low 2

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 3

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 4

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 5

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 6

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 7

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Low 8

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - USMC rifle battalion (mech) (+) is conducting a mobile defense/delaying action in the central part of the map.

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Delay OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

OPFOR

Rifle Battalion (Mech) (+)

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

OPFOR

3 x 155mm Howitzer
4 x F18
2x AV8

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Marks

SITUATION:

Map 010



Scenario time limit: 60 minutes

With minimum notice, a US Marine Expeditionary Unit (MEU SOC) has been tasked to stage a heliborne, punitive raid against a terrorist training camp located in a coastal nation. The camp's host nation has steadfastly denied supporting international terrorism and maintains that the facility is simply one of its regular army garrisons. In addition to destroying the camp, the MEU must thoroughly search its buildings to obtain irrefutable evidence of its true nature, and to possibly capture terrorist leaders for subsequent public trial. Terrorists and OPFOR military personnel inside the camp comprise the equivalent of a reinforced light infantry company. The camp has no heavy antiaircraft artillery but shoulder fired SA16s are plentiful. A regular OPFOR army platoon with a few BTR armored personnel carriers is billeted in a small village just outside the facility. A regular OPFOR army garrison is located only a few kilometers East of the camp and a motorized rifle battalion can reinforce the camp in about twenty minutes. For several days four USMC recon/sniper teams have been reconnoitering the perimeter of the camp and they are now in position to support the heliborne assault. The Marine heliborne assault force is now in the air enroute to the camp.

MISSIONS:

USMC - Enter and clear Objectives A through E, occupy Objective E for 20 minutes, then exit at least 50 percent of original force.

OPFOR - Defend Objectives A through E, attrit the US force, and prevent its extraction.

Admin Note 1: OPFOR wins at the end of 60 minutes if the US has not at some point in the game entered and cleared each of the objectives, has not occupied Objective E for 20 minutes, and or does not exit 50 percent of his original force. It is not necessary for the US player to keep a unit in any objective other than Objective E once it has been simultaneously occupied by a US unit and cleared of any enemy unit. Objective E must be occupied for 20 minutes.

Admin Note 2: US sniper and recon teams may be positioned anywhere on the map during the setup turn except inside the fenceline of the camp.

Admin Note 3: OPFOR tanks, vehicles, and weapons should not have thermal sights or advanced ammunition in this scenario.

Admin Note 4: OPFOR's on map units always begin the game in the same positions and are visible to the US player during the setup turn. This simulates the likelihood that US intelligence and the predeployed recon/sniper teams would be able to provide exact locations for garrison and security forces near the objective. OPFOR's off map units may enter anywhere along the eastern map edge.

Admin Note 5: The small squares located in the top left corner and in the lower left corner of the map represent distant off map safe areas in which US helicopters can shelter while waiting to return to extract the landing force. The US player should only place "off map" units in these squares. The OPFOR player should not enter or attack these squares. In solitaire games, the computer opponent will not intentionally attack these squares as long as the helos in them are not at medium altitude.

ORDER OF BATTLE:

US

2 x Rifle Company (+)(Helo)
2 x Sniper Team
2 x Recon/Sniper Team
4 x AH1 Cobra Helicopters
12 x CH46 Helicopter
8 x CH53 Helicopter

OPFOR

Garrison Company
Garrison Platoon (BTR)
2 x Motorized Rifle Company (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
Admin Note: The 155mm howitzer simulates naval gunfire support. In reality there are no 155mm weapons on US ships.
4 x F16/F18
No chance of additional artillery ammo.
15% chance of additional air support throughout game.

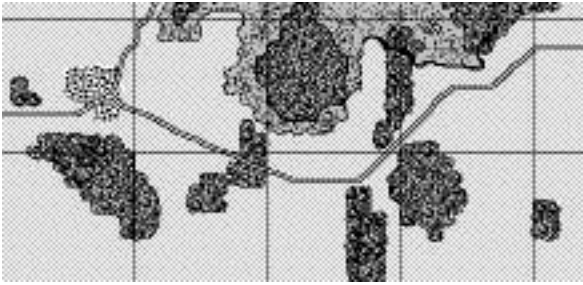
OPFOR

No off map artillery or air support.

Team McMains

SITUATION:

Map 002



Scenario time limit 60 minutes.

A USMC rifle company reinforced with a tank company is defending a town in the western portion of the map. A motorized rifle battalion (BTR) with tank reinforcement is located two to three kilometers away, just off the eastern edge of map and is moving west to seize the town. The OPFOR battalion is deployed with companies on line and all companies are likely to cross the eastern edge of the map around 0700.

MISSIONS:

US - Defend Objective A. Keep Objective A clear of enemy forces. There must be no enemy forces in Objective A at the end of 60 minutes. It does not matter if there is no US unit in Objective A at the end of 60 minutes.

OPFOR - Occupy Objective A. There must be at least one OPFOR unit in Objective A at the end of 60 minutes. It does not matter if a US unit is also in Objective A at the end of 60 minutes.

ORDER OF BATTLE:

US

- 1 x Rifle Company (Mech)
- 1 x Tank Company
- 1 x Javelin Section
- 1 x 81mm Mortar Section
- 2 x STINGER SAM Teams

OPFOR

- 1 x Motorized Rifle Battalion (BTR)
- 1 x Tank Company
- 1 x Anti Tank Platoon
- 1 x ZSU-23-4 AAA Section
- 1 x 122mm Self Propelled Howitzer Battery

OFF MAP ARTILLERY AND AIR SUPPORT:

US

- 3 x 155mm Howitzer
- 4 x F18
- 2 x AV8

There is no chance of additional artillery or unplanned air support.

OPFOR

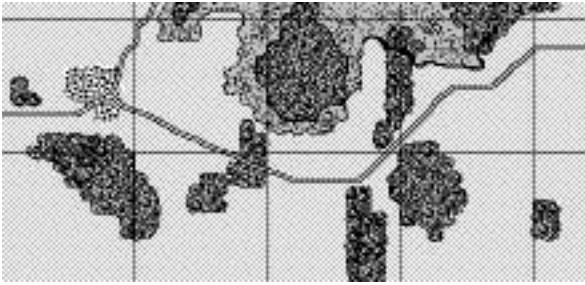
- 2 x 152mm Howitzer
- 1 x 122mm Multiple Rocket Launcher Battalion
- 2 x MIG27

There is no chance of additional artillery or unplanned air support.

Team Meyers

SITUATION:

Map 002



Scenario time limit 60 minutes.

A US Army mech infantry company reinforced with a tank company is defending a town in the western portion of the map. A motorized rifle battalion (BTR) with tank reinforcement is located two to three kilometers away, just off the eastern edge of map and is moving west to seize the town. The OPFOR battalion is deployed with companies on line and all companies are likely to cross the eastern edge of the map around 0700.

MISSIONS:

US - Defend Objective A. Keep Objective A clear of enemy forces. There must be no enemy forces in Objective A at the end of 60 minutes. It does not matter if there is no US unit in Objective A at the end of 60 minutes.

OPFOR - Occupy Objective A. There must be at least one OPFOR unit in Objective A at the end of 60 minutes. It does not matter if a US unit is also in Objective A at the end of 60 minutes.

ORDER OF BATTLE:

US

- 1 x Mech Infantry Company
- 1 x Tank Company
- 2 x M106 4.2" Mortar Section
- 2 x STINGER SAM Team

OPFOR

- 1 x Motorized Rifle Battalion (BTR)
- 1 x Tank Company
- 1 x Anti Tank Platoon
- 1 x ZSU-23-4 AAA Section
- 1 x 122mm Self Propelled Howitzer Battery

OFF MAP ARTILLERY AND AIR SUPPORT:

US

- 3 x 155mm Howitzer
- 3 x F16

There is no chance of additional artillery or unplanned air support.

OPFOR

- 2 x 152mm Howitzer
- 1 x 122mm Multiple Rocket Launcher Battalion
- 2 x MIG27

There is no chance of additional artillery or unplanned air support.

Team Minamora

SITUATION:

Map 007



Scenario time limit 45 minutes.

A USMC tank company, a rifle platoon (mech), and a LAI platoon must clear an area to prevent enemy observation of a small town that is soon to be used as a forward assembly area. The LAI platoon has already entered the town in the central portion of the map. The tank company is about a kilometer west. As the LAI platoon entered the town, a departing group of civilians indicated that they had seen OPFOR units in defensive positions just east of the town. They added that they had not seen any OPFOR troops inside the town except along the east end.

MISSIONS:

US - Clear Objective A of all enemy forces within 45 minutes.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

US

Tank Company
Rifle Platoon (Mech)
LAI Platoon
LAI Antitank Section
LAI Mortar Section

OPFOR

2 x Tank Platoons
Motorized Rifle Platoon (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
1 x F16/F18
Small chance of additional artillery and air support.

OPFOR

1 x 152mm Howitzer
Small chance of additional artillery and air support.

Task Force Mizokami 1

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A US Brigade consisting of an armored cavalry regiment (-) and two airborne (air assault) battalions has successfully penetrated and flanked OPFOR's forward line of troops. The Brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army Motorized Rifle Company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BTR) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The US brigade's original intent was to rapidly seize the valley with an air assault. The armored cavalry regiment was to arrive two hours later to set up a deliberate defense. The air assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The Regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The US Brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each US Brigade objective must be cleared. A US Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Armored Cavalry Regiment not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Airborne (Air Assault) Battalions (+)
0700: 1 x Air Cavalry Troop
0900: 1 x Armored Cavalry Squadron
0915: 1 x Armored Cavalry Squadron

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BTR)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Task Force Mizokami 2

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A US Brigade consisting of an armored cavalry regiment (-) and two airborne (air assault) battalions has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army Motorized Rifle Company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The US Brigade's original intent was to rapidly seize the valley with an air assault. The Armored Cavalry Regiment was to arrive two hours later to set up a deliberate defense. The air assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The Regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The US Brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each US Brigade objective must be cleared. A US Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Armored Cavalry Regiment not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Airborne (Air Assault) Battalions (+)
0700: 1 x Air Cavalry Troop
0900: 1 x Armored Cavalry Squadron
0915: 1 x Armored Cavalry Squadron

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BMP)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Task Force Mizokami 3

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A US Brigade consisting of an armored cavalry regiment (-) and two airborne (air assault) battalions has successfully penetrated and flanked OPFOR's forward line of troops. The Brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army Motorized Rifle Company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The US brigade's original intent was to rapidly seize the valley with an air assault. The armored cavalry regiment was to arrive two hours later to set up a deliberate defense. The air assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The Regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The US brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each US Brigade objective must be cleared. A US Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Armored Cavalry Regiment not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Airborne (Air Assault) Battalions (+)

0700: 1 x Air Cavalry Troop

0900: 1 x Armored Cavalry Squadron

0915: 1 x Armored Cavalry Squadron

0900: 1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer

1 x MLRS

6 x F16/F18

5% chance of additional arty ammo.

10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent

0800: 1 x Motorized Rifle Battalion (BMP)

0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer

1 x 122mm MRL Bn

3 x MIG27

3% chance of additional arty ammo.

3% chance of additional air support.

Task Force Moody 1

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 2

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 3

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 4

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BTR).

OPFOR - A motorized rifle regiment (BTR) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BTR)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 5

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed in an extended regimental column with battalions in column in a standard approach march configuration. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. The 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0712. The 2nd Motorized Rifle Battalion is about 30 minutes behind the 1st, and the 3rd is about five minutes behind the 2nd.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 6

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with one battalion forward and two battalions back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st Motorized Rifle Battalion should cross the eastern edge of the map around 0708. The 2nd and 3rd Motorized Rifle Battalions are traveling about 30 minutes behind the 1st.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 7

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with two battalions forward and one battalion back. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st and 2nd Motorized Rifle Battalions should cross the eastern edge of the map around 0710. The 3rd battalion is traveling about 30 minutes behind the first two.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Task Force Moody 8

SITUATION:

Map 015



Scenario time limit 120 minutes.

Note: This scenario is presented as a series of eight variants. The US force is the same in each variant, however OPFOR has a different map entry schedule or march order in each variant. The less extended the OPFOR march order, the more difficult the US mission will be. The OPFOR regiment is mounted in BTR infantry fighting vehicles in the first four variants, while BMPs are used in the last four. Thus variant 4 is more difficult for the US player than variant 1 and variant 8 is far more difficult.

US - A US Army battalion sized Task Force (balanced armor and mech infantry) is located just off the Western edge of the map and is moving East to locate and block an advancing OPFOR motorized rifle regiment (BMP).

OPFOR - A motorized rifle regiment (BMP) is located just off the eastern edge of map and is moving West. OPFOR is deployed with three battalions on line. Regimental reconnaissance elements are expected to cross the Eastern edge of the map at about 0700. Lead elements of the 1st, 2nd, and 3rd Motorized Rifle Battalions should cross the eastern edge of the map around 0710.

MISSIONS:

US - Locate and block OPFOR advance. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US forward defense. Exit at least 20 percent of original force across western edge of the map.

ORDER OF BATTLE:

US

2 x Armor Company
2 x Mechanized Infantry Company

OPFOR

Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
3 x F16/F18

OPFOR

2 x 152mm Howitzer
1 x MRL Battalion
2 x MIG27

Team Murray

SITUATION:

Map 004



Scenario time limit 60 minutes.

One USMC rifle company (mech) and a tank platoon are five kilometers West of Objective A. Objective A is occupied by an OPFOR motorized rifle platoon (BTR) and a tTank platoon.

MISSIONS:

USMC - Clear Objective A of all enemy forces.

OPFOR - Occupy Objective A. There must always be at least one OPFOR unit in Objective A.

Admin Note: US wins instantly if at any time there is not at least one OPFOR unit in Objective A.

ORDER OF BATTLE:

US

1 x Rifle Company (Mech)
1 x Tank Platoon

OPFOR

1 x Motorized Rifle Platoon (BTR)
1 x Tank Platoon

OFF MAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Task Force Nankervis 1

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A Marine brigade consisting of two mechanized rifle battalions and two heliborne rifle battalions has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BTR) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The Marine brigade's original intent was to rapidly seize the valley with a heliborne assault. The mechanized battalions were to arrive two hours later to set up a deliberate defense. The heliborne assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The Marine brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each Marine Brigade objective must be cleared. A Marine Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Rifle Battalions (+)(Helo)
0700: 1 x AH1 Cobra Helicopter Flight
0900: 1 x Tank Battalion (+) (Mech)
0900: 1 x Rifle Battalion (+) (Mech)
0915: 1 x Rifle Battalion (+) (Mech)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BTR)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Task Force Nankervis 2

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A Marine brigade consisting of two mechanized rifle battalions and two heliborne rifle battalions has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The Marine brigade's original intent was to rapidly seize the valley with a heliborne assault. The mechanized battalions were to arrive two hours later to set up a deliberate defense. The heliborne assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The Regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The Marine brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each Marine Brigade objective must be cleared. A Marine Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Rifle Battalions (+)(Helo)
0700: 1 x AH1 Cobra Helicopter Flight
0900: 1 x Tank Battalion (+) (Mech)
0900: 1 x Rifle Battalion (+) (Mech)
0915: 1 x Rifle Battalion (+) (Mech)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BMP)
0900: 1 x Motorized Rifle Regiment (BTR)
0900: 1 x Motorized Rifle Regiment (BMP)

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Task Force Nankervis 3

SITUATION:

Map 015



Scenario time limit 240 minutes (4 hours).

A Marine brigade consisting of two mechanized rifle battalions and two heliborne rifle battalions has successfully penetrated and flanked OPFOR's forward line of troops. The brigade has swung North and is about to conduct a deep spoiling attack to seize and block a major OPFOR line of communication that runs East to West through an industrialized, gently sloping valley. The valley forms a natural chokepoint for several important roads and rail lines. The valley also contains an airfield, several important factory/warehouse complexes, a POL depot, a railroad repair facility, and a power plant. Garrisoned in the valley is a mixed battalion consisting of small regular army units, reserve light infantry units, and militia units. Each major facility has a permanent, platoon sized detachment of reserve light infantry or militia for local security. US intelligence has pinpointed the garrisons' primary positions, however up to twenty percent of their personnel are often on foot patrol or otherwise away from their facility. A regular army motorized rifle company (BTR) is billeted at the Northeast end of the valley. Its BTRs are the only armor currently in the valley. A motorized rifle battalion (BMP) is encamped fifteen kilometers off the eastern edge of map and can reinforce in one hour.

The Marine brigade's original intent was to rapidly seize the valley with a heliborne assault. The mechanized battalions were to arrive two hours later to set up a deliberate defense. The heliborne assault is underway and has just entered the valley. However, moments ago US intelligence detected two moving motorized rifle regiments about sixty kilometers East of the valley. Signals intelligence indicates that the regiments intend to pass through the valley and then launch an attack through OPFOR's forward line of troops. The regiments are moving on parallel routes and recon elements of both are expected to reach the Eastern edge of the map in about two hours. The Marine brigade must continue its attack.

MISSIONS:

US - Clear Brigade objectives A through E. Block the valley. Prevent significant enemy forces from crossing the West edge of the map.

OPFOR - Penetrate the US defense. Move at least 40 percent of original force across the Western edge of the map.

Admin Note 1: At some point during the action, each Marine Brigade objective must be cleared. A Marine Brigade objective is "cleared" if there is no enemy unit inside of it at the end of a combat turn. It does not matter if the US player occupies the objective. It does not matter if OPFOR later reoccupies the objective.

Admin Note 2: For a balanced game it is suggested that the US Mech Brigade not enter the map at any point East of the 08 Easting grid line.

ORDER OF BATTLE:

US

0700: 2 x Rifle Battalions (+)(Helo)
0700: 1 x AH1 Cobra Helicopter Flight
0900: 1 x Tank Battalion (+) (Mech)
0900: 1 x Rifle Battalion (+) (Mech)
0915: 1 x Rifle Battalion (+) (Mech)

OPFOR

0700: Valley Garrison - Light Infantry Battalion
Equivalent
0800: 1 x Motorized Rifle Battalion (BMP)
0900: 1 x Motorized Rifle Regiment (BMP)
0900: 1 x Motorized Rifle Regiment (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

4 x 155mm Howitzer
6 x F16/F18
5% chance of additional arty ammo.
10% chance of additional air support.

OPFOR

3 x 152mm Howitzer
1 x 122mm MRL Bn
3 x MIG27
3% chance of additional arty ammo.
3% chance of additional air support.

Team O'Hara

SITUATION:

Map 009



Scenario time limit 40 minutes.

A US armor heavy company must conduct a mobile defense against an approaching OPFOR reinforced tank battalion. OPFOR is currently located just off the eastern edge of map and is moving southwest. US signals intelligence indicates that the OPFOR commander has been ordered to pass through Objective A (the town in the lower left corner of the map) and then to continue west.

MISSIONS:

US - Delay and attrit OPFOR. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US defense. Pass through Objective A and then exit at least 20 percent of original force across western edge of the map.

Admin Note: OPFOR must have at least one ground unit in Objective A at the end of a combat phase at some point during the game. The unit does not have to remain in the town.

ORDER OF BATTLE:

US

2 x Tank Platoon
1 x Mech Infantry Platoon

OPFOR

1 x Tank Battalion
1 x Motorized Rifle Company (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
2 x F16/F18
Fair chance of additional artillery or air support.

OPFOR

1 x 122mm Howitzer
1 x 152mm Howitzer
3 x MIG27
Fair chance of additional artillery or air support.

Team Ostle

Scenario time limit 40 minutes.

SITUATION:

Map 009



Scenario time limit 40 minutes.

A USMC tank company reinforced with a rifle platoon (mech) must conduct a mobile defense against an approaching OPFOR reinforced tank battalion. OPFOR is currently located just off the eastern edge of map and is moving southwest. US signals intelligence indicates that the OPFOR commander has been ordered to pass through Objective A (the town in the lower left corner of the map) and then to continue west.

MISSIONS:

USMC - Delay and attrit OPFOR. Prevent exit of at least 80 percent of the enemy force across western edge of the map.

OPFOR - Penetrate US defense. Pass through Objective A and then exit at least 20 percent of original force across western edge of the map.

Admin Note: OPFOR must have at least one ground unit in Objective A at the end of a combat phase at some point during the game. The unit does not have to remain in the town.

ORDER OF BATTLE:

US

2 x Tank Platoon
1 x HMMWV AT Section
1 x Rifle Platoon (Mech)

OPFOR

1 x Tank Battalion
1 x Motorized Rifle Company (BMP)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
3 x F16/F18
Fair chance of additional artillery or air support.

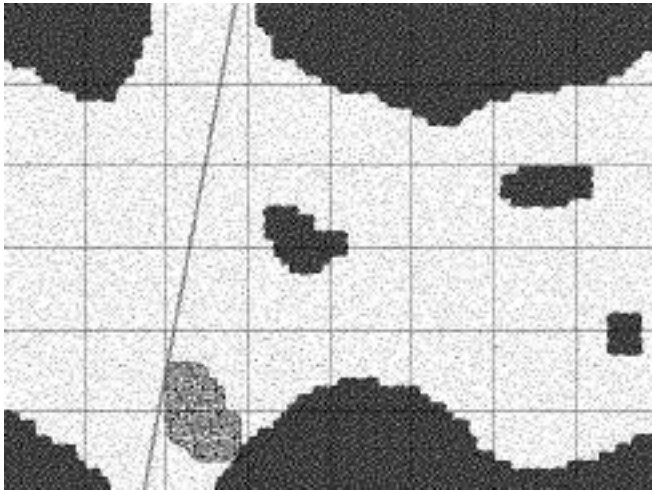
OPFOR

1 x 122mm Howitzer
1 x 152mm Howitzer
3 x MIG27
Fair chance of additional artillery or air support.

Task Force Peterjohn

SITUATION:

Map 016



Scenario time limit 60 minutes.

Note: this is a quasi historical scenario. This action did not happen during Operation Desert Storm, but could have. In January of 1991 the US 1st Cavalry Division was prepared for this contingency.

The Coalition air campaign against Iraq began on 17 January 1991. Historically, Iraqi forces did not attempt any large-scale movements during the first two weeks of the air campaign. However, during the Iraqi attack on Khafji which began on January 29, Allied commanders became concerned about a possible Iraqi armored thrust into Saudi Arabia, which would most likely come down the Wadi al Batin and would be aimed at Hafar al Batin and Pipeline Road. Pipeline Road was an essential element of the “Hail Mary” battle plan which the Allies were about to execute, and its loss would have been a significant setback for the Allies. During this time, the 1st Cavalry Division actually moved some distance into new positions, in order to protect Hafar al Batin and Pipeline Road, but the Iraqis did not attack. In an attempt to explore what “might have happened” under a best-case situation for the Iraqis, this scenario presumes that after only one day of air operations, the weather turned bad on 18 January and continued to worsen on 19 January. If that had happened and if strong Iraqi armored forces had seized the opportunity to mount a pre-emptive attack into Saudi Arabia while they were still at full strength and while bad weather kept Allied airpower grounded, the battle depicted in this scenario would have occurred.

The 2-8 Cav Battalion of the 1st Cavalry Division is now moving into a blocking position, with orders to prevent the Iraqis from taking Hafar al Batin and cutting Pipeline Road, a vital communications artery.

Admin Note: Unfavorable weather conditions consisting of alternating rain, wind, and blowing sand limit maximum visual and thermal sighting to 2000 meters.

MISSIONS:

US - Prevent enemy occupation of Objective A.

OPFOR - Occupy Objective A.

Admin Note 1: OPFOR wins if at the end of 60 minutes there is at least one OPFOR unit in Objective A. It does not matter if the US also has a unit in the town.

Admin Note 2: Iraqi tanks and ATGMs did not have thermal sights during Desert Storm.

ORDER OF BATTLE:

US

3 x Tank Company
1 x Mech Infantry Company
1 x 4.2" Mortar Platoon

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x 227mm MLRS
5% chance of additional artillery ammo.
No air support.

OPFOR

3 x Tank Battalion
1 x Mech Infantry Battalion (+)

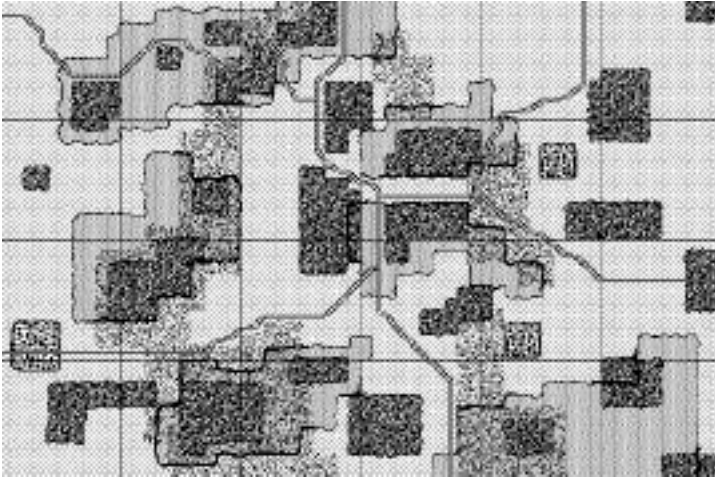
OPFOR

3 x 122mm Howitzer
5% chance of additional artillery support.
No air support.

Task Force Pucci

SITUATION:

Map 008



Scenario time limit 60 minutes.

A US Army tank heavy battalion (four tank companies and one mechanized infantry company) is advancing Eastward with orders to penetrate or bypass any enemy opposition. OPFOR has a battalion sized blocking position (two tank companies and two motorized rifle platoons) two to four kilometers East of the US force.

MISSIONS:

US - Exit 35 percent of original force across East edge of the map within 60 minutes.

OPFOR - Block or delay US force. Prevent exit of at least 65 percent of US force.

ORDER OF BATTLE:

US

4 x Tank Company
1 x Mechanized Infantry Company

OPFOR

2 x Tank Company
2 x Motorized Rifle Platoon (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
2 x F16/F18
Some chance of additional artillery or air support.

OPFOR

1 x 152mm Howitzer
2 x MIG27
Some chance of additional artillery or air support.

Team Savage

SITUATION:

Map 001



Scenario time limit 60 minutes.

The battle area is in turmoil after a major local OPFOR penetration. A USMC forward airfield is threatened by an advancing OPFOR, motorized rifle battalion (BTR). The enemy battalion is at the east edge of the map, just 7 to 8 kilometers from the airfield. All aircraft have left the airfield, but significant underground stores of fuel, ammunition, and spare parts remain and must be protected. The "air wingers" are on their own except for a motley collection of recently arrived stragglers. A US reserve rifle battalion is moving toward the airfield, but it will not be in a position to help for at least an hour.

MISSIONS:

US - Defend the airfield (Objective A). Keep Objective A clear of enemy forces for one hour. The US wins if no OPFOR unit enters Objective A within 60 minutes.

OPFOR - Enter the airfield and destroy US supplies. OPFOR wins at the end of any combat phase in which an OPFOR unit is inside Objective A.

ORDER OF BATTLE:

US

4 x LAV25 IFV
6 x HMMWV
2 x HMMWV w Heavy Machine Gun
2 x HMMWV w MK19 Grenade Launcher
2 x HMMWV w TOW ATGM
2 x HMMWV w 81mm Mortar
21 x Inf Squad, 14 x Inf Team
12 x M60 MG Team, 6 x SMAW Team
3 x 60mm Mortar, 8 x Javelin ATGM
2 x Stinger SAM, 10 x Truck

OPFOR

2 x Recon Platoon
1 x Tank Company
1 x Motorized Rifle Battalion (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

None at present, but slight chance of unplanned air support.

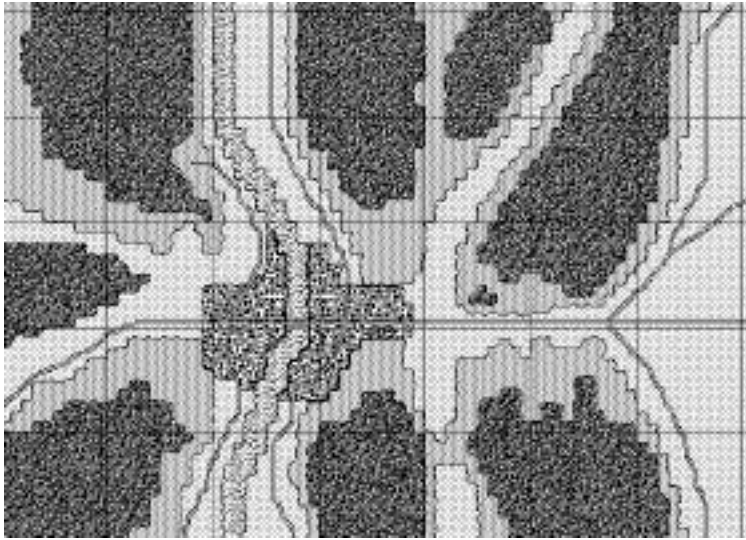
OPFOR

None at present, but slight chance of unplanned air support.

Team Slocomb

SITUATION:

Map 003



Scenario time limit 20 minutes.

One USMC infantry platoon (mech) supported by two Cobra helicopters forms the rear guard of a withdrawing battalion. The platoon must defend a town and the last intact bridge in the sector. OPFOR has the remains of a tank battalion three to five kilometers east of the town racing to seize the bridge intact. Leading OPFOR units will cross the east edge of the map around 1000. The US is preparing the bridge for demolition and needs at least 20 minutes to complete the job.

MISSIONS:

USMC - Keep OPFOR out of Objective A for twenty minutes. The US wins if no OPFOR unit enters Objective A within 20 minutes.

OPFOR - Occupy Objective A. OPFOR wins at the end of any combat phase in which an OPFOR unit is inside Objective A

ORDER OF BATTLE:

US

1 x Rifle Platoon (Mech)
2 x AH1 Cobra Helicopter

OPFOR

2 x Tank Company
2 x Motorized Rifle Platoon

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

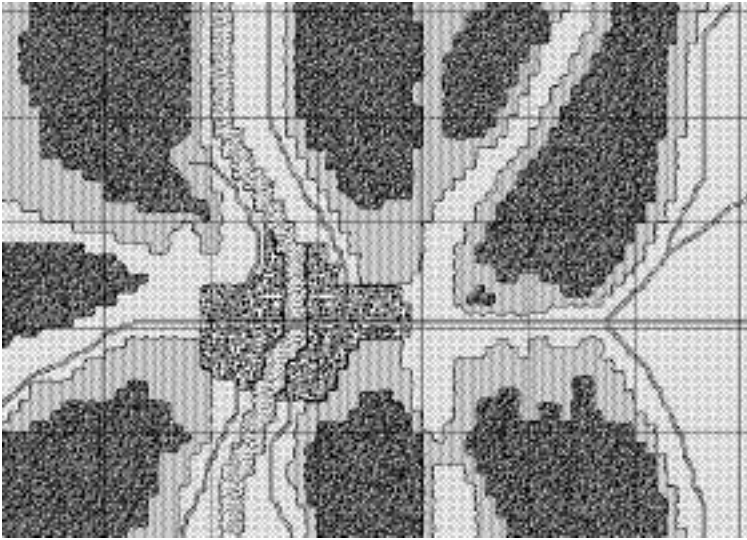
OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Team Sposito

SITUATION:

Map 003



Scenario time limit 20 minutes.

One US Army mechanized infantry platoon supported by two Apache helicopters forms the rear guard of a withdrawing battalion. The platoon must defend a town and the last intact bridge in the sector. OPFOR has the remains of a tank battalion three to five kilometers East of the town racing to seize the bridge intact. Leading OPFOR units will cross the East edge of the map around 1000. The US is preparing the bridge for demolition and needs at least 20 minutes to complete the job.

MISSIONS:

US - Keep OPFOR out of Objective A for twenty minutes. The US wins if no OPFOR unit enters Objective A within 20 minutes.

OPFOR - Occupy Objective A. OPFOR wins at the end of any combat phase in which an OPFOR unit is inside Objective A

ORDER OF BATTLE:

US

1 x Mechanized Infantry Platoon
2 x AH-64 Helicopters

OPFOR

2 x Tank Companies
2 x Motorized Rifle Platoons

OFFMAP ARTILLERY AND AIR SUPPORT:

US

1 x 155mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

OPFOR

1 x 152mm Howitzer
No preplanned air support, however there is a chance of unplanned air support.

Task Force Stubblefield

SITUATION:

Map 001



Scenario time limit 120 minutes.

A USMC reinforced rifle battalion (Mech) is advancing eastward with orders to penetrate or bypass any enemy opposition. The exact trace of OPFOR's line is not known but at least a battalion sized force waits four to ten kilometers east of the US force.

MISSIONS:

US - Penetrate OPFOR defense. Exit at least 20 percent of original force across eastern edge of the map.

OPFOR - Delay US advance. Prevent exit of significant enemy force across eastern edge of the map.

ORDER OF BATTLE:

US

Tank Company
Light Armored Infantry Company (+)
2 x Rifle Company (Mech) (+)

OPFOR

2 x Tank Company
2 x Motorized Rifle Company (BMP)
Antitank Platoon
Air Defense Platoon

OFFMAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
4 x F16/F18
2 x AV8

OPFOR

2 x 152mm Howitzer
1 x 122mm MRL BN
2 x MIG27

Task Force Taylor

SITUATION:

Map 001



Scenario time limit 60 minutes.

A USMC rifle battalion (Mech)(+) and an OPFOR Motorized Rifle Battalion (BMP)(+) are racing toward the same objective. The USMC battalion is now 10 kilometers West the objective. The OPFOR battalion is 10 Kilometers East of the objective.

MISSIONS:

USMC - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

OPFOR - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

Admin Note: At the end of 60 minutes, whichever side has sole possession of Objective A is the winner. Any other result is a draw.

ORDER OF BATTLE:

USMC

1 x Rifle Battalion (Mech)
1 x Tank Company
1 x Air Defense Platoon

OPFOR

Motorized Rifle Battalion (BMP)
2 x Tank Company
1 x Antitank Section
1 x Air Defense Section (ZSU)

OFFMAP ARTILLERY AND AIR SUPPORT:

USMC

155mm Howitzer
155mm Howitzer
4 x F16/F18
5% chance of additional artillery support.
10% chance of additional air support.

OPFOR

2 x 152mm Howitzer
MRL Battalion
4 x MIG27
5% chance of additional artillery support.
10% chance of additional air support.

Task Force Tomlinson

SITUATION:

Map 001



Scenario time limit 60 minutes.

A US mechanized infantry battalion (+) and an OPFOR motorized rifle battalion (BMP)(+) are racing toward the same objective. The US battalion is now 10 kilometers West the objective. The OPFOR battalion is 10 Kilometers East of the objective.

MISSIONS:

US - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

OPFOR - Occupy and have cleared Objective A of all enemy forces at the end of 60 minutes.

Admin Note: At the end of 60 minutes, whichever side has sole possession of Objective A is the winner. Any other result is a draw.

ORDER OF BATTLE:

US

1 x Mechanized Infantry Battalion
1 x Tank Company
1 x Air Defense Platoon (BSFV)

OPFOR

Motorized Rifle Battalion (BMP)
2 x Tank Company
1 x Antitank Section
1 x Air Defense Section (ZSU)

OFFMAP ARTILLERY AND AIR SUPPORT:

US

155mm Howitzer
227mm MLRS
2 x F16/F18
5% chance of additional artillery ammo.
10% chance of additional air support.

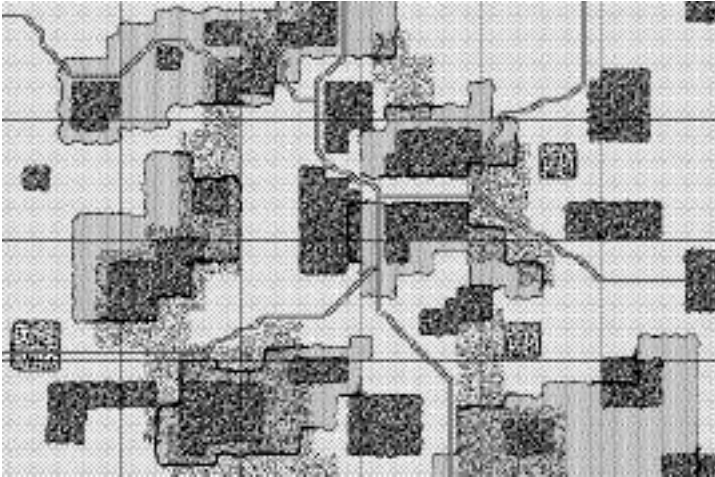
OPFOR

2 x 152mm Howitzer
MRL Battalion
4 x MIG27
5% chance of additional artillery ammo.
10% chance of additional air support.

Task Force Waring

SITUATION:

Map 008



Scenario time limit 60 minutes.

A USMC tank battalion reinforced with a rifle company (mech) is advancing Eastward with orders to penetrate or bypass any enemy opposition. OPFOR has a battalion sized blocking position (two tank companies and two motorized rifle platoons) two to four kilometers East of the US force.

MISSIONS:

US - Exit 35 percent of original force across East edge of the map within 60 minutes.

OPFOR - Block or delay US force. Prevent exit of at least 65 percent of US force.

ORDER OF BATTLE:

US

3 x Tank Company
1 x Rifle Company (Mech)

OPFOR

2 x Tank Company
2 x Motorized Rifle Platoon (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
4 x F16/F18
Some chance of additional artillery or air support.

OPFOR

1 x 152mm Howitzer
2 x MIG27
Some chance of additional artillery or air support.

Task Force Zientek

SITUATION:

Map 015



Scenario time limit 60 minutes.

A US Marine battalion task force (Mech) and an OPFOR reinforced motorized rifle battalion are approaching the same small oil and gas refinery - Objective A - from opposite sides. Both units were sent to determine the status of the refinery and neither force was aware of the other's presence until their scouts simultaneously fired on each other. The scenario starts with that initial exchange.

MISSIONS:

US - Clear and occupy Objective A.

OPFOR - Clear and occupy Objective A.

Admin Note: The winner is the side that is the sole occupant of Objective A at the end of 60 minutes. Any other result is a draw.

ORDER OF BATTLE:

USMC

2 x Rifle Company (Mech)
2 x Tank Company

OPFOR

Motorized Rifle Battalion (BMP)
2 x Tank Company

OFFMAP ARTILLERY AND AIR SUPPORT:

USMC

2 x 155mm Howitzer
2 x F16/F18
5% chance of additional artillery ammo.
5% chance of additional air support.

OPFOR

2 x 152mm Howitzer
2 x MIG27
5% chance of additional artillery ammo.
5% chance of additional air support.

Capture The Flag - Army

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a novelty game. It can not be played against the computer opponent.

You are tired of realistic situations. You want to get out the soda and pretzels and just enjoy a monstrous free for all. You long for a fair fight between equal forces.

The US player commands a mech heavy brigade and OPFOR a reinforced motorized rifle regiment (BMP). The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS: US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US

Tank Battalion
2 x Mech Battalion

OPFOR

Tank Battalion (+)
Motorized Rifle Regiment (BMP)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
1 x MLRS
6 x F16/F18
Good chance of additional artillery and air support.

OPFOR

2 x 152mm Howitzer
1 x 122mm MRL BN
6 x MIG27
Good chance of additional artillery and air support.

Capture The Flag - Tanks

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a novelty game. It can not be played against the computer opponent.

You are tired of realistic situations. You want to get out the soda and pretzels and just enjoy a monstrous free for all. You long for a fair fight between equal forces. **AND YOU WANT LOTS OF TANKS!**

The US player commands a tank brigade and OPFOR a reinforced tank regiment. The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS:

US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US

2xTank Battalion
2x155mm SP Howitzer Batteries

OPFOR

Tank Regiment (+)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

2 x 155mm Howitzer
1 x MLRS
6 x F16/F18
Good chance of additional artillery and air support.

OPFOR

2 x 152mm Howitzer
1 x 122mm MRL BN
6 x MIG27
Good chance of additional artillery and air support.

Capture The Flag - USMC

SITUATION:

Map 001



Scenario time limit 120 minutes.

Note: This scenario is presented as a novelty game. It can not be played against the computer opponent.

You are tired of realistic situations. You want to get out the soda and pretzels and just enjoy a monstrous free for all. You long for a fair fight between equal forces.

The US and OPFOR players each command a reinforced regiment. The opposing orders of battle are approximately equal in overall capability. During setup, each player plants a "flag" somewhere in his setup area on his end of the battlefield. The location of both flags will be revealed after setup by selecting the "Show Mission Objectives" item in the Map Menu. Use of mines, artillery, or airstrikes is prohibited within 500 meters of the flag objective. First player to reach and hold his enemy's flag at the end of a combat phase is the winner.

Admin Notes: Optional minefields, unmanned aerial vehicles, and entrenchments are provided for both sides. OPFOR's end of the battlefield is a bit more open than that of the US - you might consider permitting OPFOR greater use of entrenchments and mines.

MISSIONS: US and OPFOR - Seize the enemy's flag before he gets yours. Victory will be awarded instantly at the end of any combat phase in which a ground unit remains in the flag objective of the opposing player. If play exceeds the 120 minute time limit, the game is a draw.

ORDER OF BATTLE:

US

Tank Battalion
Rifle Regiment (Mech) (-)

OPFOR

Tank Battalion
Motorized Rifle Regiment (BTR)

OFF MAP ARTILLERY AND AIR SUPPORT:

US

3 x 155mm Howitzer
1 x MLRS
4 x F16/F18
2 x AV8
Good chance of additional artillery and air support.

OPFOR

2 x 152mm Howitzer
1 x 122mm MRL BN
6 x MIG27
Good chance of additional artillery and air support.

Custom Scenario US Army

SITUATION: Player defined

MAP: Player defined

Scenario time limit: 60 minutes or Player defined

MISSIONS: Player defined

ORDER OF BATTLE: Player defined

FIRE SUPPORT: Player defined

Custom Scenario USMC

SITUATION: Player defined

MAP: Player defined

Scenario time limit: 60 minutes or Player defined

MISSIONS: Player defined

ORDER OF BATTLE: Player defined

FIRE SUPPORT: Player defined