

Task Force Nankervis 1 *

Map15

Scenario time limit: 240 minutes (4 hours).

SITUATION:

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)

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)

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.

Task Force Nankervis 2 *

Scenario time limit: 240 minutes (4 hours).

SITUATION:

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 (BTR), 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.

Task Force Nankervis 3 *

Scenario time limit: 240 minutes (4 hours).

SITUATION:

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.

* Scenario Disk 1