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Scenario information can be obtained for the following:

Victory Conditions

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Provides information on each unit class

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What each side should accomplish to win

Victory Conditions

The BLUE forces must destroy the five RED units to achieve victory.

The RED forces must destroy four of the BLUE units to achieve victory.

Unit Classes

The following types of unit class equipment can be found in use within this scenario. Select a class to receive additional information about a class.

BLUE force classes

[Mech Squad](#)
[Battle Tank](#)
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RED force classes

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Strategies

The First Battle Scenario action occurs mainly on the island in the Northwest corner of the world map. The island is often called NORTHLAND. All ground units are initially located on this island.

The RED forces originated from the island in the Northcentral part of the world, referred to as HOMELAND. A RED transport helicopter is based in HOMELAND at the start of the scenario.

The BLUE forces come from the island in the center of the world, called CENTERLAND. A BLUE fighter/bomber and attack helicopter is based in CENTERLAND at the start of the scenario.

The RED Force Strategy

The RED ground forces which begin on NORTHLAND should employ hit-and-run tactics in an attempt to destroy the weaker BLUE units: Mech Squad, AFV and MLRS; while avoiding the BLUE Battle Tank as much as possible. RED forces should use the woods on the north side of the island as a means to hide after attacks on the BLUE units.

The RED transport helicopter based in HOMELAND should be brought into the fray as soon as possible, to unload the assault infantry. Once the Anti-Air capability of the MLRS has been eliminated, the helicopter should confront the BLUE Main Battle Tank.. Remember, to win, RED must destroy four BLUE units, not all of the BLUE units. The AFV is transporting two Mech Squads, so if it can be destroyed before the Mech Squads unload, only one more unit would be needed to be destroyed to achieve a RED Victory.

The BLUE Force Strategy

The mission of the BLUE forces is to destroy all RED forces period. This means that the maximum firepower of the BLUE forces should be concentrated first on one RED Tank, then on the other RED Tank. The Mech Squads on the AFV should be transported into position and unloaded as soon as possible to increase the level of fire on the RED forces.

The BLUE attack helicopter based in CENTERLAND should be launched toward NORTHLAND at the earliest possible moment in an attempt to engage the RED Helicopter which will be coming from HOMELAND. The Fighter/Bomber based in CENTERLAND will not be available until after turn two, and when it is available it should be brought to NORTHLAND to assist in the cleanup.

Mech Squad



A Mech Squad contains up to eight combat troops. The troops are usually well trained, lead by an officer or NCO and are equipped with several weapon systems. The standard weapons of the mech squad combat trooper are the assault rifle and grenades. Other weapons used by the Mech Squad are the short range anti-mech missile or the short range anti-tank missile, and the short range anti-air missile.

While Mech Squads are unable to absorb a lot of firepower, and do not deliver overwhelming firepower themselves, the Mech Squads are often the only units which can occupy certain types of terrain and structures. This unique feature makes the Mech Squad a valued unit which should be used judiciously.

AFV - Armored Fighting Vehicle



The AFV is often used as a means of transporting Mech Squads into position, and in assisting the Mech Squads with fire support. The AFV is lightly armored, fast moving, and is capable of delivering substantial firepower to a target.

The weapon systems of the AFV include the chain gun, which delivers firepower on the same order as a Mech Squad; and the anti-mech or anti-tank missile systems.

Most AFVs can carry two Mech Squads, in addition to their crew and weapons systems, while some models may support more powerful weapons systems or are able to carry more Mech Squads.

Battle Tank

The Battle Tank is capable of delivering devastating firepower on target. The Battle Tank is heavily armored, sufficiently so to absorb much firepower and still function. The Battle Tank weapon systems include a long range cannon which delivers heavy firepower against all types of targets at extended ranges and a chain gun for additional support at shorter ranges.

The Battle Tank is slow in movement, unable to traverse some terrain types and structures, yet is very effective at providing shock against an in place target, or in providing support to AFVs and Mech Squads in a maneuver or in defense.

MLRS - Multiple Launch Rocket System

The MLRS is a newcomer to the modern battlefield. It is lightly armored and fast, and is capable of delivering long range firepower onto a variety of targets. The MLRS provides a mobile fire support mission, often in combination with other armored units.

The weapon systems of the MLRS are varied. It can be configured with the long range anti-mech or anti-tank missiles as well as anti-air missile systems.

Fighter/Bomber

The Fighter/Bomber is a jet powered, fixed wing aircraft which provides a dual-role mission of anti-air and ground support of armored units.

The aircraft is very fast and lightly armored. The fighter/bomber is often equipped with medium range anti-air missiles and anti-mech or anti-tank missiles.

Assault/Transport Helicopter



The Assault/Transport Helicopter are rotary wing aircraft which provide a ground support mission in assisting friendly armored units as required and the ability to deliver infantry squads to a landing zone.

Both aircraft are fast and lightly armored. The assault helicopter often carries a variety of weapons systems: the medium range cannon and long range anti-mech or anti-tank missiles for ground support. The transport helicopter often has similar ordinance. Although not usually assigned an anti-air mission, both helicopters often carry short range anti-air missiles for defense against air threats.