



MICRO ARMOUR® : The Game - Modern

Saving Marshall Tito

Soviets vs. Yugoslavs & US "Airbourne"
Near Zagreb - 10 September, 1969

The period between 1965 and 1975, was also one of great military danger for Yugoslavia. Tito's "new socialism", his advocacy of "active non-alignment", and his ruthless purge of "centralist" elements, had enraged the Soviet leadership. In earlier years, American military and political power had forced the USSR to be more circumspect. But with the United States increasingly isolated from its European allies over the Vietnam issue, and with American military forces fully engaged in an unpopular foreign war, Soviet Premier Leonid Brezhnev realized he had a perfect opportunity to act against rebellious elements within the USSR's East European colonial empire. The Americans would be unable to interfere.

The crisis came when the citizens of Prague took to the streets to express their rejection of Soviet hegemony in 1968. After a short period of confusion and indecision, during which the Czechs celebrated their "victory", the Soviets responded with overwhelming force. On August 20th, Warsaw Pact tank columns began pouring across the Czech border from three directions. In the end, a half-million Soviet and Warsaw Pact troops were involved in this punitive expedition. The Czechs were stunned! The point was taken. Tito realized that Yugoslavia might well be next. The threat of Soviet invasion was both real and imminent.

Soviet Forces



Generation II
Cohesion
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Elements of the 104th Motorized Rifle Division:

Motor Rifle Regiment(-): Enter the map at the one or both of the points marked "S" on turn 1. (Break Point: 48)

HQ + Support: 1 x T-62 (GHQ)
1 x Recon Co.: 2 x BRDM-2[R]
1 x Tank Battalion: 1 x T-62 (HQ)
3 x Tank Co.: 3 x T-62
1 x Tank Battalion: 1 x T-55A (HQ)
3 x Tank Co.: 3 x T-55A

Motor Rifle Regiment(-): Enter the map at the one or both of the points marked "S" on turn 2. (Break Point: 97)

HQ + Support: 1 x TL2 Infantry(A) GHQ/BTR-152
1 x Artillery Bttn.: 3 x 122mm D30(3) (OFF MAP)
1 x Motor Rifle Battalion:
Battalion HQ: 1 x TL2 Infantry(A) HQ/BTR-60P
3 x Motor Inf. Co.: 3 x TL2 Infantry(A)/BTR-60P
1 x Support Co.: 1 x 120mm M43Mortar(3)/Truck,
2 x TL2 Support/1 x BTR-60P
1 x Motor Rifle Battalion:
Battalion HQ: 1 x TL2 Infantry(A) HQ/BTR-60P
3 x Motor Inf. Co.: 3 x TL2 Infantry(A)/BTR-60P
1 x Support Co.: 1 x 120mm M43Mortar(3)/Truck,
2 x TL2 Support/1 x BTR-60P

Yugoslavia - 1969



- = Grove
 = Rough "2"
 = Village
 = Track
 = River
 = Entry Points
 = Good Road
 = Poor Road
 = Landing Zone

The battle area is two by six feet. Each hexagon is four inches across.

Saving Marshal Tito - near Zagreb, 1969

Yugoslav / American Alliance

Yugoslav Forces



Generation II
Cohesion
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Yugoslav Infantry Regiment(+):

HQ + Support: Deploy in "Light" improved positions anywhere within the battle area. **[Break Point: 88]**

Regiment HQ: 1 x TL2 Infantry(C)GHQ /Truck
1 x Mortar Bttn.: 3 x 120mm M43 Mortar(3)/Truck
1 x Assault Gun Co.: 3 x Su-100
1 x Assault Gun Co.: 3 x M36 "Jackson"
1 x Tank Co.: 3 x M47
1 x Artillery Bttn.(-): 2 x 105mmFH18(3) (**OFF MAP**)

1st Battalion: Deploy in "Light" improved positions, eight inches or less from village #1.

1 x Infantry Battalion:
Battalion HQ: 1 x TL2 Infantry(C) HQ,
1 x 82mm M37 Mortar(3)
1 x Infantry Co.: 2 x TL2 Infantry(C), 1 x 50mm PaK38
1 x Infantry Co.: 2 x TL2 Infantry(C), 1 x 50mm PaK38
1 x Infantry Co.: 3 x TL2 Infantry(C)

2nd Battalion: Deploy in "Light" improved positions, eight inches or less from village #2.

1 x Infantry Battalion:
Battalion HQ: 1 x TL2 Infantry(B) HQ,
1 x 82mm M37 Mortar(3)
1 x Infantry Co.: 3 x TL2 Infantry(B)
1 x Infantry Co.: 3 x TL2 Infantry(B), 1 x 57mm M43
1 x Infantry Co.: 2 x TL2 Infantry(B), 1 x 57mm M43

3rd Battalion: Deploy in "Light" improved positions, eight inches or less from village #3.

1 x Infantry Battalion:
Battalion HQ: 1 x TL2 Infantry(B) HQ,
1 x 82mm M37 Mortar(3)
1 x Infantry Co.: 3 x TL2 Infantry(B),
1 x 75mm PaK40/Truck
1 x Infantry Co.: 3 x TL2 Infantry(B),
1 x 75mm PaK40/Truck
1 x Infantry Co.: 3 x TL2 Infantry(B),
1 x 75mm PaK40/Truck

TERRAIN SUGGESTIONS:

"Mixed" with a "Good Road" to the North of the river, running East-to-West, a "Poor" road running South from Village 2 to village 3, and a "Track" South of the river running East-to-West.

The "River" is not fordable anywhere along its length.

The "Villages" are made up of "Light Buildings".

The "Rough Terrain 2" is made up of rocky ground.

The "Grove" areas are olive and apple orchards.

American Forces



Generation III
Cohesion
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U.S. Airborne Battalion(+): "Land" at the "LZ" marked on the map on turn one*. **[Break Point: 48]**

Battalion HQ: 1 x TL3 Infantry(B) GHQ-1
1 x Airborne Co.: 3 x TL3 Infantry(B),
1 x 81mm L16 Mortar(1+)
1 x Airborne Co.: 3 x TL3 Infantry(B),
1 x 81mm L16 Mortar(1+)
1 x Airborne Co.: 3 x TL3 Infantry(B),
1 x 81mm L16 Mortar(1+)
1 x Support Co.: 1 x 4.2" M84 Mortar(2),
2 x TL3 Engineer
1 x Anti-Tank Co.: 3 x 90mm M56 "Scorpion"
1 x Artillery Battery(+): 1 x 75mm M116 "Pack" Howitzer(4)

"Recon" Force: "Land" anywhere on the map on turn one**.

1 x LRRP Platoon: 3 x TL3 Infantry(S)

ALLIED SPECIAL RULES:

- 1)*See Rule [11.17] "Parachute Landings".
- 2)**See Rule [11.14] "Commandos and Special Forces"
- 3)The US 4.2" Mortar, 75mm "Pack" Howitzer, and 90mm M56 "Scorpion" stands may not move or fire until turn 3.
- 4)US Engineers and Type "S" infantry may attempt to "blow up" the bridges across the river. The process requires two successful cohesion die-rolls, one in each of two separate turns. They may not move in these turns. They may fire if they wish.

ALLIED VICTORY CONDITIONS:

- Marginal:** Have at least one stand in one village at the end of turn 15.
- Tactical:** Have at least one stand in two villages at the end of turn 15.
- Decisive:** Have at least one stand in two villages and occupy the American "LZ" at the end of turn 15.

SOVIET VICTORY CONDITIONS:

- Marginal:** Occupy two villages, free of enemy units, by game's end.
- Tactical:** Occupy three villages, free of enemy units, by game's end.
- Decisive:** Occupy three village, free of enemy units, and occupy the American "LZ", by the end of turn 15.

SCENARIO LENGTH: 15 TURNS