Micro Armour® : The Game - Modern

The North German Plain

British & Germans vs. Soviets - 9 August, 1977

Many former "Intel" types of my acquaintance remember the late 1970s as the most dangerous period of the entire "Cold War" era. The US economy was in a shambles. We had no sooner stumbled through the infamous "Arab Oil Embargo", with mile-long lines for gasoline, than we were introduced to the term "Stag-flation". This unfortunate euphemism was used to describe a situation where inflation ran as high as fifteen percent, while the economy, as a whole, stagnated.
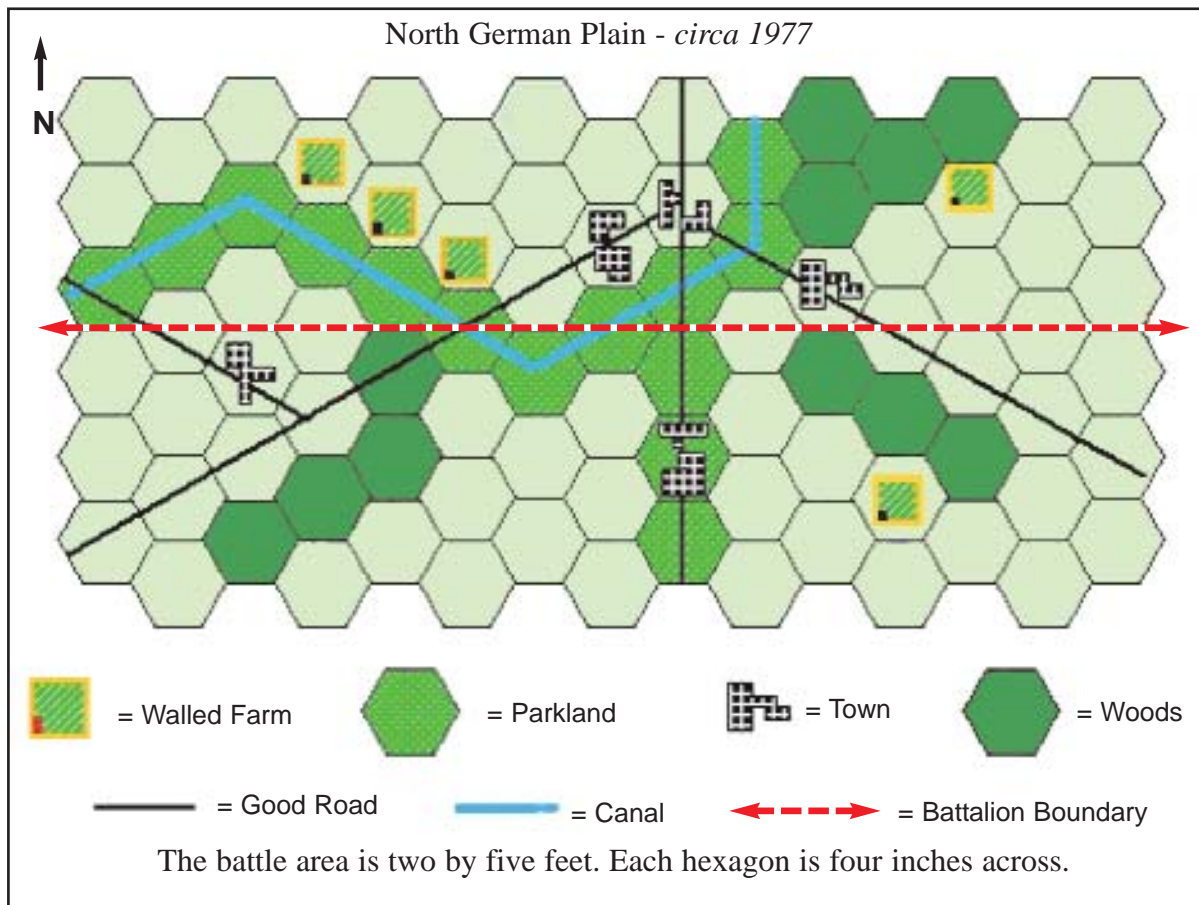
The end of the Vietnam War and the fall of Saigon in 1975 left deep scars on the American soul. Many saw Americas' failure in Vietnam as a betrayal of the nation by traitorous elements within the national body politic. Others saw it as an example of overweening pride on the part of a leadership that had lost touch with the basic principles of American ethics. The polarization that resulted has remained fresh and raw to this day.

In August of 1975, the heads of thirty-three European governments, the United States, and Canada convened at Helsinki to sign the Final Act of the Conference on Security and Cooperation in Europe. The "Helsinki Accords" recognized all postwar frontiers in Europe as inviolable. In return the Soviet Union and its socialist allies had to concede that human rights in each European State were the legitimate concern of all states. Dissidents in the USSR quickly established "Helsinki" monitoring groups. Security police remorselessly pursued these. Human rights became an issue between the superpowers, and the United States put pressure on Moscow. A new Soviet constitution, approved by the Supreme Soviet on October 7th, 1977, reiterated the 1936 Stalin constitution, declaring the Soviet Communist Party as the sole arbiter of all human rights in the USSR.

North Vietnam forced Cambodia and Laos into the communist camp. Pro-Soviet regimes took over in Angola, Mozambique, and other former Portuguese colonies. Moscow changed sides in the Horn of Africa, abandoning Somalia for Ethiopia. South Yemen, with the important port of Aden, became a firm Soviet ally. In Afghanistan, a bloody coup produced a government that signed a treaty of friendship with Moscow. Soviet military power seemed to be spreading all over the world. The expansion of communist regimes in Southeast Asia, the Middle East, and Africa caused the West to overreact. Many believed nothing could stop the communist tide short of war. The Soviets had become convinced that the West was planning a nuclear attack on the USSR.

Any spark could light the powder-keg....

North German Plain - *circa 1977*

= Walled Farm   = Parkland   = Town   = Woods

= Good Road   = Canal   = Battalion Boundary

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

The North German Plain - 1977

NATO

Generation III
Cohesion
15

British Mechanized Battalion(+): *Deploy anywhere South of the "Battalion Boundary".* **[Break Point: 53]**

Battalion HQ: 1 x TL3 Infantry(A) GHQ/FV439, 1 x Fox**[R]**
1 x Infantry Co.:   3 x TL3 Infantry(A)/FV432
1 x Infantry Co.:   3 x TL3 Infantry(A)/FV432
1 x Tank Squadron: 5 x Chieftan Mk5
1 x Inf. Support Co.: 1 x 81mm/FV432(3), 2 x FV438/Swingfire,
                      1 x TL3 Engineer/FV434 REME

German Panzer Grenadier Battalion(+): *Deploy anywhere North of the "Battalion Boundary".* **[Break Point: 55]**

Battalion HQ: 1 x TL3 Infantry(A) GHQ/M577,
               1 x 120mm/M106(3)
1 x Infantry Co.:   3 x TL3 Infantry(A)/Marder-1
1 x Infantry Co.:   3 x TL3 Infantry(A)/Marder-1
1 x Panzer Co.:   4 x Leopard-1A4
1 x Anti-Tank Co.: 2 x Jaguar/HOT, 3 x Jagdpanzer Kanone
Recon Co.(-):   2 x Spahpanzer Luchs

NATO Air Support: 5 x "F4/F" flights, with any combination of armament allowed.

VICTORY CONDITIONS:

Marginal: Maintain one of the two NATO combat groups in an "unbroken" state at the end of turn 15.
Tactical: Occupy any one town. free of enemy units at the end of turn 15.
Decisive: Occupy any two towns. free of enemy units at the end of turn 15.

SPECIAL RULES:

1) All British weapons used in this scenario are TL3 unless otherwise noted.
2) Although the FV439, FV434, and M577 are not armed, they do count toward calculating "Break Points".
3) The Nato player may deploy 16 "Light" improved positions anywhere on the map.
4) Once deployed, NATO units are free to cross the "Battalion Boundary".

SCENARIO LENGTH: 15 TURNS

TERRAIN SUGGESTIONS:

1) "Mixed" with an adequate grid of "Good" roads. The "Canal" is fordable. Consider it "Rough Terrain 3".
2) The towns are "Light Buildings", "Farm" walls are "Crestline", "Farm" buildings are "Heavy Buildings".
3) Parkland is made up of "Grove" terrain. The "Battalion Boundary" is not terrain. It is there for reference.

Soviets

Generation III
Cohesion
13

Motor Rifle Regiment(-): *Enter the East edge of the map, South of the "Battalion Boundary", on turn one.* **[Break Point: 123]**

Regimental HQ +Support: 1 x TL3 Infantry(A)GHQ +2/BTR-50PK
1 x Anti-Aircraft Bttry: 1 x BRDM-2/SA-9,1 x ZSU-23/4
1 x AT Missile Bttry: 3 x BRDM-2/AT-5
1 x Recon Co.:   3 x BRDM-2**[R]**

1 x Motor Rifle Bttn: 1 x TL3 Infantry(A)HQ/BTR-60PK,
                       1 x 120mm M1970(3)/Truck,
                       2 x ABS-17/BTR-60PK
3 x Motor Rifle Co.:   3 x TL3 Infantry(A)/BTR-60PB
1 x Tank Bttn: 1 x T-64/75 (HQ)
3 x Tank Co.:   3 x T-64/75

Artillery Bttn.(-):   2 x 122mm D30(3) **(OFF MAP)**

Notes:1) One stand in each Motor Rifle Co. may contain one attached AT-5 ATGM team (MP).
      2) One stand in the Motor Rifle Battalion may contain one attached AT-3 ATGM team and one SA-7 SAM team (MP).

Motor Rifle Regiment(-): *Enter the East edge of the map, North of the "Battalion Boundary", on turn one.* **[Break Point: 120]**

Regimental HQ +Support: 1 x TL3 Infantry(A) GHQ+2/BMP-1/AT-3
1 x Anti-Aircraft Bttry: 1 x BRDM-2/SA-9, 1 x ZSU-23/4
1 x AT Missile Bttry: 3 x BRDM-2/AT-5
1 x Recon Co.:   1 x BMP-1/AT-3**[R]**, 1 x BRDM-2**[R]**

1 x Motor Rifle Bttn: 1 x TL3 Infantry(A) HQ/ BTR-60PK,
                       1 x 120mm M1970(3)/Truck,
                       2 x ABS-17/BMP-1/AT-3
3 x Motor Rifle Co.:   3 x TL3 Infantry(A)/BMP-1/AT-3

1 x Tank Bttn: 1 x T-72 (HQ)
3 x Tank Co.:   3 x T-72

Artillery Bttn(-):   2 x 122mm D30(3) **(OFF MAP)**

Note:1) One stand in the Motor Rifle Battalion may contain an attached SA-7 SAM team (MP).

VICTORY CONDITIONS:

Marginal: Break one of the two NATO combat groups before the end of turn 12.
Tactical: Occupy any three towns, free of enemy units at the end of turn 15.
Decisive: Occupy all four towns, free of enemy units at the end of turn 15.

SPECIAL RULES:

1) Soviets may plot indirect-artillery fire before the game to strike on turn one.
2) Soviet units may never voluntarily cross the "Battalion Boundary".