***Operation Granite Passage: Tactical Wargame Scenario***

**Background**

In this tactical engagement, two opposing forces clash at a critical river crossing. Side A defenders must hold their ground against Side B attackers who must traverse difficult terrain to achieve their objectives. This scenario represents a desperate assault against prepared positions with limited crossing options.

**Sides Overview**

**Side A (Defenders)**

**Resources:**

* Command HQ: 1 × Command Post (0) and 1 × Light Vehicle
* Two Artillery Battalions (6 artillery pieces total: 3 × medium artillery, 3 × heavy artillery)
* 4 × Regular Infantry Units
* 1 × Light Anti-Vehicle Gun
* 1 × Medium Tank
* 1 × Tank Destroyer
* 11 × Light Fortifications
* Reinforcements arrive on Turn 7: 1 × Self-Propelled Artillery

**Vulnerabilities:**

* Limited infantry compared to attackers
* Fixed artillery positions that must be adjacent to each other
* Reliance on artillery to compensate for infantry shortage
* Only basic fortifications available

**Key Challenges:**

* Defending against numerically superior force
* Maintaining artillery coverage of the ford crossing
* Surviving initial assault to allow reinforcements to arrive

**Strategy:**

* Position artillery to cover the ford crossing
* Establish defensive line along southern bank
* Focus firepower at the river crossing point
* Hold position long enough for reinforcements

**Side B (Attackers)**

**Resources:**

* Two Battle Groups:
  + Primary Battle Group:
    - Command HQ with light vehicles
    - 9 × Infantry squads with transport vehicles
    - Heavy weapons including mortars and anti-tank guns
    - 4 × Medium Tanks
    - Artillery support
  + Secondary Battle Group (Engineers):
    - Specialized river crossing units
    - Support infantry
    - Heavy transport vehicles
    - Reconnaissance vehicles
    - Indirect fire support

**Vulnerabilities:**

* Single crossing point (ford) to reach enemy positions
* Exposed when crossing the river
* Time constraint to complete objectives
* Brush coverage easily destroyed by enemy artillery

**Key Challenges:**

* Coordinating the river crossing under fire
* Maintaining momentum after crossing
* Achieving objectives within the 15-turn time limit
* Getting half the force to the exit zone in time

**Strategy:**

* Use smoke to conceal river crossing
* Concentrate forces at the ford
* Use engineers to facilitate rapid crossing
* Apply overwhelming force at the breaking point
* Establish bridgehead and push through to southern edge

**Terrain Features**

* Map size: 24" × 48"
* River divides the map with only one ford crossing
* Mixed terrain with 20" maximum visibility
* Woods on north bank (actually light brush, destroyed by artillery)
* Road network with both good and poor roads
* No bridge (destroyed prior to scenario)

**Victory Conditions**

Side B must exit half or more of their units off the southern map edge by the end of Turn 15. Any other result is a Side A victory.

**Special Rules**

1. Brush on the north side is only 1" deep and is destroyed by artillery fire, revealing hidden units
2. The ford is the only crossing point (Rough Terrain 3)
3. Optional rules: "The Hot Line" and "Communications Breakdown"