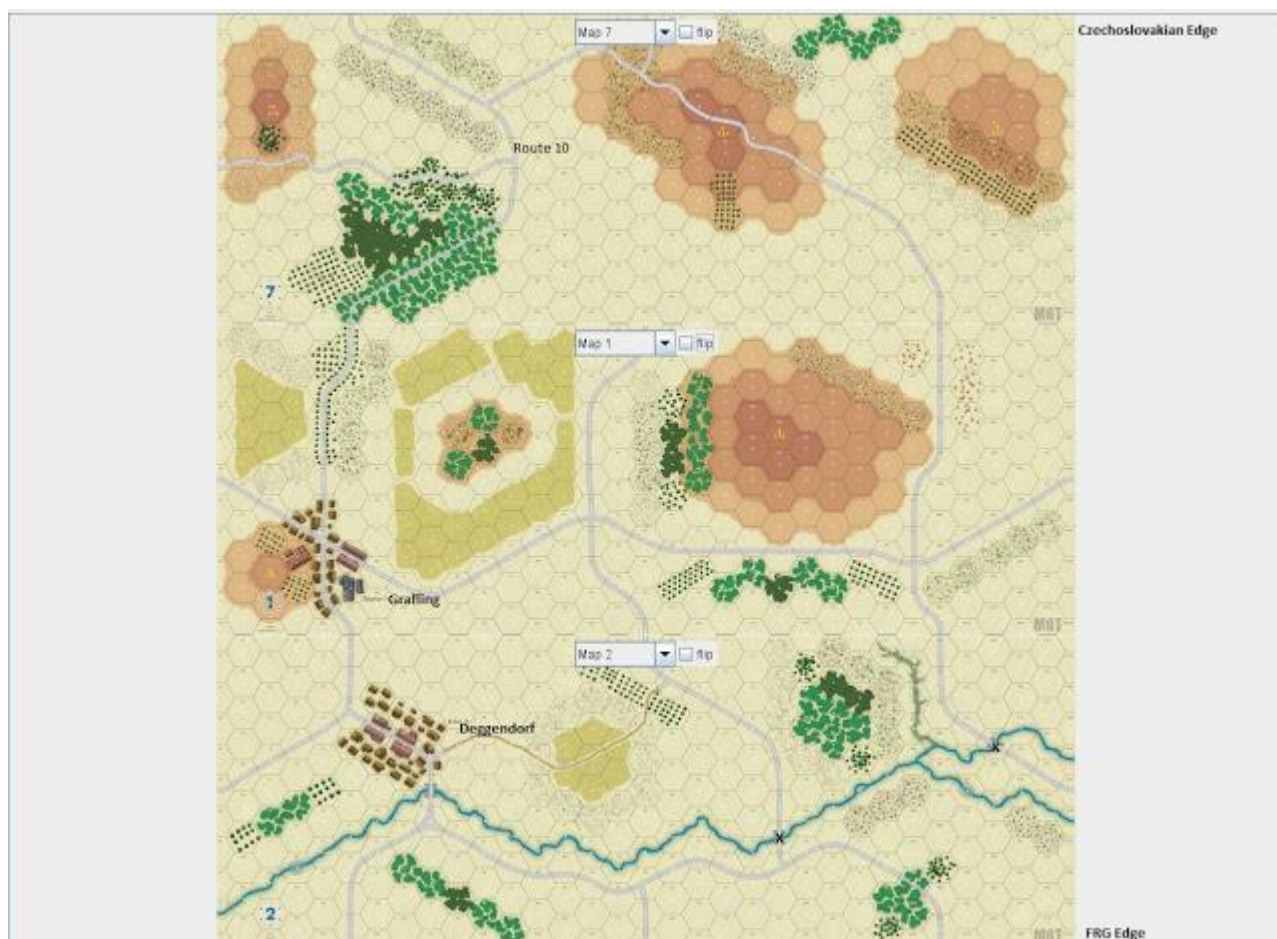


**Scenario Title:** The Defense of Grafling, 5 May 1985**Situation:**

The Czechoslovakian 19th Motor Rifle Division leads the Warsaw Pact advance into West Germany. Its task is to advance over the border into Bavaria and seize a crossing point over the Danube River. Follow-on Soviet and Czechoslovakian forces will provide a second echelon with the objective of advancing west along Route 92 and seizing Landshut by the end of the first day of the war. As the 8th Guards Army hits the US VII Corps, the Czechoslovakian 1st Army will have the vital task of pushing back West German II Corps far enough to allow for a flanking attack on the Americans.

**Map:** Utilize Maps 7 & 1 & 2



## Special Conditions:

When determining the Initiative, the FRG Force applies a +20 DRM.

Ammo Limits are in effect.

For Turns 1-3, FRG vehicles apply a -20 modifier when searching for hull down positions

The FRG may employ up to 6 Hidden Unit markers.

The command span for the FRG is 9 hexes. The command span for the Czechoslovakians is 5 hexes.

The FRG force may apply Quickdraw.

The FRG may use one leader to represent Mohr (use Vogel or Wolff) if Leaders are used.

Requires MBT and FRG

Put one of each command in an opaque cup (Short Halt, Move, Fire, Overwatch, N/C). Draw a random command marker when assigning a shared command to a designated tank platoon. This represents Mohr's personal problems with Schmitt carrying over into a combat situation.

Ignore the two bridges in V7 and DD4 on Map 2.

## Setup:

**Conditions:** Normal visibility. No adverse terrain.

**FRG** - Force sets up first anywhere on maps 7 and map 1 at least 3 hexes from the Czechoslovakian edge. Two combat units may be placed Hull Down.

**Czechoslovakian** - Enters the mapboard on Turn 1 anywhere along the Czechoslovakian edge. Units may be delayed for entry on subsequent turn at the player's discretion but all units must have entered play by Turn 5.

## Victory Conditions

**Length:** 15 turns

**Unit VPs** - To the FRG Force for each operational Czechoslovakian unit that fails to exit from the FRG Edge.

**Unit VPs** - To the Czechoslovakian Force for up to the first 14 units that exit from the FRG Edge.

**300 VPs** Required Victory Margin

## Forces

**Elements of 1st Mountain Division, Seasoned, 1930, 20, CP-7**

2nd Panzer Company (Mixed): Seasoned, Good

1 Leopard 1A4: CHQ (Mohr)

Attached Assets:

2 x Jaguar 1

2 x TPz Fuchs (These are recon units as per 5.9.2 and 6.1.3.3, etc.)

Alpha Platoon: 3 x Leopard 1A4 (Schmitt)\*

Bravo Platoon: 3 x Leopard 1A4 (Unger)

Charlie Platoon: 3 x Leopard 1A4 (Kessel)

Delta Platoon:

3 x Marder 1A2 (Muller)

3 x HMI full squad w/ Milan and PzF44

\*See Special Conditions

## **Elements of 19th Motorized Rifle Regiment, Regulars**

Rifle Company (Mixed): Seasoned, Adequate 1556, 26, CP-9

1 BRDM-2: CHQ

Attached Assets:

1 x BRM-1 (recon w/ FO)

3 x MT-55A AVLB

Platoons:

1st Platoon: T-55M x 3

2nd Platoon: T-55M x 3

3rd Platoon: T-55M x 3

4th Platoon: BMP-1P x 3

3 x MR w. RPG-22

5th Platoon: BMP-1P x 3

3 x MR w/ RPG-22