UPDATE AND ORDER OF BATTLE

FILLING THE GAP

The Central Front Gets Refreshed and Unified

By Charles T. Kamps. Jr.

This is the second part of our enhancement of the Central Front system. We intend to retrofit the new rules into subsequent editions of *Hof Gap* and *Fifth Corps*. If you subscribe to both *S&T* and *MOVES*, with this issue you've got it all. As I said last *MOVES*, this series, because of its timely nature, will undergo additional published updates in the future. We intend to support and maintain the system as an active, growing entity. — *Redmond*

In the year since *Fifth Corps* appeared in *S&T*, several dramatic changes have taken place in the European military arena. First and most important, the West German Army has finally reached a decision on its new wartime organization. Second, it has been revealed that the Soviets have continued to improve the quality and quantity of their artillery in Eastern Europe. Both of these changes have been reflected in *BAOR*. It is the purpose of this article to bring the first two games of the series, *Hof Gap* and *Fifth Corps*, in line with *BAOR*.

Included is an up to date *Master Unit Deployment List*, similar to the one in *Hof Gap*, covering all units for the first two games. The list includes the new German reorganization and Soviet artillery. Minor changes are included for some other NATO units based on information from players with recent experience in Europe. The list was done from the perspective of the Seventh Army scenario, as the variables for Warsaw Pact deployment almost necessitate the playing of both *Hof Gap* and *Fifth Corps* together to get a realistic picture of this front.

Players will notice the increase in speed of Soviet deployment. This is due to recent analysis postulating a "single echelon assault" in which the Soviets would hope to maximize tactical surprise and opt for quick disruption of NATO defenses. It is also assumed that the Soviet Western Military Districts are at least partially mobilized, for a contingency such as Poland, and, characteristically, NATO has not taken extraordinary precautions. This is the reason for Category II divisions appearing more quickly than one would normally expect. The series is also based on the Soviets opting for a sneak attack from garrison locations, with units moving out of barracks about 12 hours prior to crossing the West German border. Is this pretty much a *worst case*? You bet it is, and so was Pearl Harbor. One important redeeming feature must be accounted for, however. Many NATO commands have again redistributed ammunition, making it more accessible. Therefore, the US paralysis should be limited to Game-Turn One *only*.

The Master Unit Deployment List is intended for players who wish to make or modify their own counters. At this point it is a strong possibility that the *Hof Gap* and *Fifth Corps* counter sheets will be reprinted to account for the changes, and be made available in a second edition, *MOVES*, or a series wrap-up package.

Master Unit Deployment List for *Hof Gap* and *Fifth Corps*

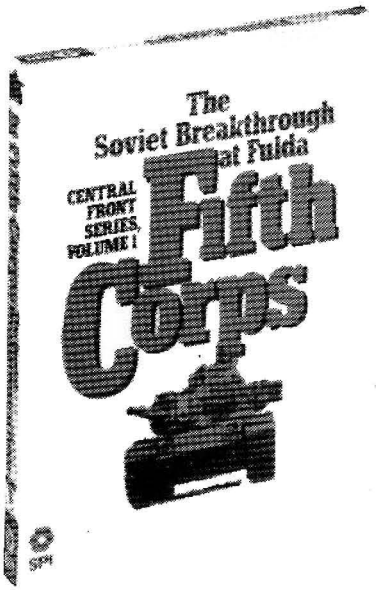
How to read the list. This list presents major changes in ***bold italics.*** Units not depicted in the list have been deleted from the countermix. Reading from the left, the *1st Column* gives unit designation; the *2nd Column* type abbreviation: **AA** = Airborne Artillery, **AC** = Armored Cavalry, **AH** = Attack Helicopter, **AI** = Airborne Infantry, **AM** = Airborne Mechanized, **En** = Engineer, **FA** = Field Artillery, **IN** = Non-motorized Infantry, **MI** = Mechanized Infantry, **RA** = Rocket Artillery, **SP** = Self-propelled Artillery, **Tk** = Tank (Armor). The *3rd Column* presents strength — for non-artillery/aviation types the first number is *attack* and the second is *defense*. For these types, mobile combat strength is the first number in all cases for NATO units, and the second number for Warsaw Pact units. Artillery and aviation units have their range given in parentheses. An "s" following strength indicates a soft unit. The *4th Column* shows NATO unit location or entry as follows: **Location** is a four-digit hex number following either an "H" for *Hof Gap* map, or an "F" for *Fifth Corps* map. A "(1)" following the location indicates the unit may be placed within 1 hex (i.e., adjacent) to the locator hex. **Entry** is a three-part code: Game-Turn of entry/entry hex/Operation Points available in phase of entry.

NATO FORCES

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
US VII CORPS			
563	*En*	*0–1s*	*2/H2601/3*
565	*En*	*0–1s*	*2/H2601/3*
US 1st ARMORED DIV: "Old Ironsides"			
1/1/1A	AC	4–7	H0821
501/1A	AH	5(30)5s	H1014
1/94/1A	SP	4(5)4s	H1222
1st Brigade			
1/6/1A	MI	3–7	H1712
1/13/1A	Tk	4–6	H1712
1/51/1A	MI	2–8	H1003
1/37/1A	Tk	4–5	H1014
1/22/1A	SP	3(5)3	H1121
2nd Brigade			
1/46/1A	MI	3–7	H1524(1)
1/35/1A	Tk	4–6	H1524(1)
2/37/1A	Tk	4–5	H1524(1)
2/81/1A	Tk	4–5	H1524(1)
6/14/1A	SP	3(5)3	H1121
3rd Brigade			
1/52/1A	MI	3–7	H2526(1)
1/54/1A	MI	2–8	H2526(1)
3/35/1A	Tk	4–6	H2526(1)
2/78/1A	SP	3(5)3	H2526(1)
US 3rd INFANTRY DIV (MECH): "Rock of the Marne"			
1/76/3	SP	4(5)4s	*H2711*
3/7/3	AC	4–7	*H3614(1)*
3/3	AH	5(30)5s	*H2611*
3/63/3	Tk	4–5	*2/H0124/6*
1st Brigade			
1/30/3	MI	3–7	H3614(1)
2/30/3	MI	3–7	H3614)1)
2/64/3	Tk	4–6	H3614(1)
3/64/3	Tk	4–6	H3614(1)
2/39/3	SP	3(5)3	H3614(1)
2nd Brigade			
1/15/3	MI	3–7	*H2611(1)*
1/64/3	Tk	4–6	*H2611(1)*
2/15/3	MI	2–8	*F1038(1)*
1/10/3	SP	3(5)3	*H3614*
3rd Brigade			
1/4/3	MI	3–7	*F0422(1)*
1/7/3	MI	2–8	*F0422(1)*
4/64/3	Tk	4–6	*F0422(1)*
2/41/3	SP	3(5)3	*F0340(1)*
US 2nd ARMORED CAVALRY REGT: "Dragoons" (company size units)			
Air/2C	AH	3(30)3s	H1223
1st Squadron			
A/1/2C	AC	1–2	*H2847*
B/1/2C	AC	1–2	*H3046*
C/1/2C	AC	1–2	*H3144*
D/1/2C	Tk	1–1	*H3340*
How/1/2C	SP	1(5)1	*H2943*

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
2nd Squadron			
E/2/2C	AC	1-2	*H3630*
F/2/2C	AC	1-2	*H3532*
G/2/2C	AC	1-2	*H3433*
H/2/2C	Tk	1-1	*H3336*
How/2/2C	SP	1(5)1	*H3132*
3rd Squadron			
I/3/2C	AC	1-2	*H0549*
K/3/2C	AC	1-2	*H1749*
L/3/2C	AC	1-2	*H2048*
M/3/2C	Tk	1-1	*H2448*
How/3/2C	SP	1(5)1	*H2046*
US VII CORPS ARTILLERY			
72nd Artillery Group			
3/35/72	SP	4(5)4s	H3201
6/10/72	SP	2(8)2s	H2526(1)
1/75/72	SP	4(5)4s	H2526(1)
210th Artillery Group			
3/36/210	SP	4(5)4s	H1621(1)
3/37/210	SP	4(5)4s	H1621(1)
3/17/210	SP	4(5)4s	H1621(1)
2/28/210	SP	2(8)2s	H1013

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
2nd Brigade			
1/48/3A	MI	3-7	F1125(1)
2/48/3A	MI	2-8	F1125(1)
1/33/3A	Tk	4-6	F1125(1)
2/6/3A	SP	3(5)3	F1125(1)
3rd Brigade			
1/36/3A	MI	3-7	F1819(1)
1/32/3A	Tk	4-6	F1819(1)
3/32/3A	Tk	4-5	F1819(1)
2/27/3A	SP	3(5)3	F1819(1)
US V CORPS ARTILLERY			
41st Artillery Group			
2/5/41	SP	2(8)2s	*F0618*
2/75/41	SP	4(5)4s	F1120(1)
2/83/41	SP	4(5)4s	F0618
42nd Artillery Group			
6/9/42	*SP*	*2(8)2s*	*F2621(1)*
2/92/42	*SP*	*4(5)4s*	*F2621(1)*
US 11th ARMORED CAVALRY REGT:			
"Black Horse" (company size units)			
Air/11C	AH	3(30)3s	F1737



1st Squadron			
A/1/11C	AC	1-2	*F1742*
B/1/11C	AC	1-2	*F1543*
C/1/11C	AC	1-2	*F1244*
D/1/11C	Tk	1-1	*F1045*
How/1/11C	SP	1(5)1	*F1241*
2nd Squadron			
E/2/11C	AC	1-2	*F0646*
F/2/11C	AC	1-2	*F0447*
G/2/11C	AC	1-2	*F0349*
H/2/11C	Tk	1-1	*F0149*
How/2/11C	*SP*	*1(5)1*	*F0244*
3rd Squadron			
I/3/11C	AC	1-2	*F2042*
K/3/11C	AC	1-2	*F2243*
L/3/11C	AC	1-2	*F2545*
M/3/11C	Tk	1-1	*F2747*
How/3/11C	*SP*	*1(5)1*	*F2543*

US V CORPS			
549	*En*	*0-1s*	*2/F0109/8*
559	*En*	*0-1s*	*F1120(1)*
US 8th INFANTRY DIV (MECH): ***"Pathfinders"***			
3/16/8	SP	4(5)4s	2/F1401/6
3/8/8	AC	4-7	2/F0109/6
8/8	AH	5(30)5s	F1306
1st Brigade			
2/28/8	MI	3-7	F1306(1)
4/69/8	Tk	4-6	F1306(1)
2/87/8	MI	2-8	F1306(1)
1/2/8	SP	3(5)3	2/F1401/6
2nd Brigade			
1/13/8	MI	3-7	2/F1401/6
1/39/8	MI	3-7	2/F1401/6
2/68/8	Tk	4-6	2/F1401/6
1/68/8	Tk	4-6	*F1038(1)*
1/87/8	MI	2-8	2/F1401/6
1/83/8	SP	3(5)3	2/F1401/6
3rd Brigade			
2/13/8	MI	3-7	2/F0106/6
3/68/8	Tk	4-6	2/F0106/6
5/68/8	Tk	4-5	2/F0106/6
2/81/8	SP	3(5)3	*2/F0101/6*
US 3rd ARMORED DIV: "Spearhead"			
1/40/3A	SP	4(5)4s	*F1120(1)*
3/12/3A	AC	4-7	*F1424*
503/3A	AH	5(30)5s	*F1121*
1st Brigade			
2/36/3A	MI	3-7	F2220(1)
3/36/3A	MI	3-7	F2220(1)
2/33/3A	Tk	4-6	F2220(1)
3/33/3A	Tk	4-6	F2220(1)
2/32/3A	Tk	4-5	F2220(1)
2/3/3A	SP	3(5)3	F2220(1)

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
WEST GERMAN II CORPS (–)			
2nd Corps Aviation			
2/II	AH	7(30)7s	H0321
WG 26th Luftlande Brigade			
261 + /26	*AI*	*2-5s*	*see scenario*
262 + /26	*AI*	*2-5s*	*see scenario*
263R/26	*AI*	*1-3s*	*see scenario*
WG 4th PANZERGRENADIER DIV (–)			
10th Panzergrenadier Brigade			
101/4	*MI*	*2-5*	*H3225*
102/4	*MI*	*2-5*	*H2237(1)*
103/4	*MI*	*2-5*	*H1322*
104/4	*Tk*	*3-4*	*H0342*
105/4	*SP*	*3(5)3*	*H0944*
12th Panzer Brigade			
122/4	*MI*	*2-5*	*H0146*
121/4	*Tk*	*3-4*	*H0337(1)*
123/4	*Tk*	*3-4*	*H0337(1)*
124/4	*Tk*	*3-4*	*H0337(1)*
125/4	*SP*	*3(5)3*	*H2237(1)*
WEST GERMAN III CORPS (–)			
330	*En*	*0-1s*	*1/F0104/8*
3rd Corps Aviation			
3/III	AH	7(30)7s	H3737
3rd Corps Artillery			
320	*SP*	*3(8)3s*	*2/H2601/6*
330	*SP*	*3(8)3s*	*F2621(1)*
WG 12th PANZER DIV			
121/12	*FA*	*5(6)5s*	*H2801*
122/12	*RA*	*2(5)2s*	*2/H2601/12*
12th Recon Bn (company size units)			
2/12/12	*AC*	*1-1*	*H3628*
3/12/12	*AC*	*1-1*	*H3626*
4/12/12	*AC*	*1-2*	*H3725*
14th Panzer Brigade			
142/12	*MI*	*2-5*	*1/F2901/12*
141/12	*Tk*	*3-4*	*1/F2901/12*
143/12	*Tk*	*3-4*	*1/F2901/12*
144/12	*Tk*	*3-4*	*1/F2901/12*
145/12	*SP*	*3(5)3*	*1/F2901/12*
35th Panzergrenadier Brigade			
351L/12	*MI*	*2-5*	*H3911(1)*
352/12	*MI*	*2-5*	*F0846*
353/12	*MI*	*2-5*	*H3911(1)*
354/12	*Tk*	*3-4*	*H3911(1)*
355/12	*SP*	*3(5)3*	*F1038(1)*
36th Panzer Brigade			
362/12	*MI*	*2-5*	*1/H2801/9*
361/12	*Tk*	*3-4*	*1/H2801/9*
363/12	*Tk*	*3-4*	*1/H2801/9*
364/12	*Tk*	*3-4*	*1/H2801/9*
365/12	*SP*	*3(5)3*	*1/H2801/9*
WG 2nd PANZERGRENADIER DIV (elms.)			
5th Panzergrenadier Brigade			
51/2	*MI*	*2-5*	*F2943*
52/2	*MI*	*2-5*	*F3737*
53/2	*MI*	*2-5*	*F3645(1)*
54/2	*Tk*	*3-4*	*F3645(1)*
55/2	*SP*	*3(5)3*	*F3438*

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
WG 5th PANZER DIV			
51/5	*FA*	*5(6)5s*	*1/F1001/6*
52/5	*RA*	*2(5)2s*	*F2621(1)*
5th Recon Bn (company size units)			
2/5/5	*AC*	*1-1*	*F2949*
3/5/5	*AC*	*1-1*	*F3549*
4/5/5	*AC*	*1-2*	*F3248*
6th Panzer Brigade			
62/5	*MI*	*2-5*	*F3031*
61/5	*Tk*	*3-4*	*F3029(1)*
63/5	*Tk*	*3-4*	*F3029(1)*
64/5	*Tk*	*3-4*	*F3029(1)*
65/5	*SP*	*3(5)3*	*F3029(1)*
13th Panzergrenadier Brigade			
131/5	*MI*	*2-5*	*F2718(1)*
132/5	*MI*	*2-5*	*F2938*
133/5	*MI*	*2-5*	*F2718(1)*
134/5	*Tk*	*3-4*	*F2718(1)*
135/5	*SP*	*3(5)3*	*F2718(1)*
15th Panzer Brigade			
152/5	*MI*	*2-5*	*F3110*
151/5	*Tk*	*3-4*	*F3110*
153/5	*Tk*	*3-4*	*F2902(1)*
154/5	*Tk*	*3-4*	*F3645*
155/5	*SP*	*3(5)3*	*F2701*

(**Editor's Note:** This brigade appears out of order since anticipated changes presented in *Hof Gap* did not occur.)

US 4th INFANTRY DIV (MECH):

4th Brigade			
1/70/4	Tk	4-6	F1409(1)
2/10/4	MI	3-7	F1409(1)
3/28/4	MI	2-8	F1409(1)
2/20/4	SP	3(5)3	F1409(1)

WARSAW PACT FORCES

With the exception of airborne units, all Warsaw Pact units enter on roads or Autobahns according to applicable March Order rules, with 12 Operation Points available (unless otherwise noted). Valid entry areas in the list below are defined as follows:

Fifth Corps map east edge: hexes 0951-3951 inclusive,
Hof Gap map north edge: hexes 3931-3948 inclusive,
Hof Gap map east edge: hexes 0550-3951 inclusive.

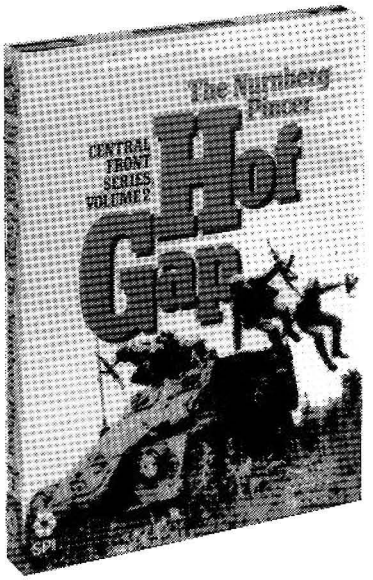
EAST GERMAN 3rd ARMY

All units may enter on Game-Turn 1, on either the *Hof Gap* map north edge or the *Fifth Corps* map east edge.

DESIG-NATION	TYPE	STRENGTH
EG 3rd Army Troops		
5/3EGA	AI	1-1s
LR/3EGA	FA	4(7)4s
Hvy/3EGA	FA	*2(4)2s*
4/3EGA	AH	3(20)3s
11/3EGA	AH	3(20)3s
3/3EGA	En	0-1s
EG 4th Mechanized Div		
13/4	MI	9-12
14/4	MI	6-8
15/4	MI	6-8
16/4	Tk	9-10
RAG/4	*SP*	*3(5)3*
4/4	*FA*	*4(4)4s*
DAG/4	*RA*	*4(5)4s*
EG 7th Tank Div		
25/7	Tk	9-9
26/7	Tk	8-9
27/7	Tk	8-9
28/7	MI	7-8
RAG/7	*SP*	*3(5)3*
7/7	*FA*	*4(4)4s*
DAG/7	*RA*	*4(5)4s*
EG 11th Mechanized Div		
41/11	MI	9-12
42/11	MI	6-8
43/11	MI	6-8
44/11	Tk	9-10
RAG/11	*SP*	*3(5)3*
11/11	*FA*	*4(4)4s*
DAG/11	*RA*	*4(5)4s*

CZECH 1st ARMY

All units may enter on Game-Turn 1, on the *Hof Gap* map east edge, south of 2850.



CZ 1st Army Troops		
LR/1CZA	FA	*3(7)3s*
Hvy/1CZA	FA	2(4)2s
2/1CZA	AH	3(20)3s
19/1CZA	AH	3(20)3s
20/1CZA	AH	3(20)3s
1/1CZA	En	0-1s
CZ 1st Tank Div		
1/1	Tk	9-9
2/1	Tk	8-8
3/1	Tk	8-8
4/1	MI	5-7
RAG/1	*SP*	*3(5)3*
1/1	*FA*	*4(4)4s*
DAG/1	*RA*	*4(5)4s*
CZ 2nd Mechanized Div		
5/2	MI	8-12
6/2	MI	6-7
7/2	MI	6-7
8/2	Tk	9-9
RAG/2	*SP*	*3(5)3*
2/2	*FA*	*4(4)4s*
DAG/2	*RA*	*4(5)4s*
CZ 19th Mechanized Div		
73/19	MI	8-12
74/19	MI	6-7
75/19	MI	6-7
76/19	Tk	9-9
RAG/19	*SP*	*3(5)3*
19/19	*FA*	*4(4)4s*
DAG/19	*RA*	*4(5)4s*
CZ 20th Mechanized Div		
77/20	MI	8-12
78/20	MI	6-7
79/20	MI	6-7
80/20	Tk	9-9
RAG/20	*SP*	*3(5)3*
20/20	*FA*	*4(4)4s*
DAG/20	*RA*	*4(5)4s*

SOVIET CENTRAL GROUP OF FORCES

18th GMRD, 51st TD, and CGF Troops may enter on Game-Turn 1 on the *Hof Gap* map east edge, or on Game-Turn 2 on the north edge. 6th GTD may enter on Game-Turn 2 on either the east or north edges of the *Hof Gap* map, or on the east edge of the *Fifth Corps* map.

CGF Troops		
LR/CGF	FA	4(7)4s
Hvy/CGF	FA	*2(4)2s*
18/CGF	AH	3(20)3s
Prov/CGF	En	0-1s
6th Guards Tank Div: "Kiev, Red Banner"		
51/6GT	Tk	11-12
52/6GT	Tk	11-12
53/6GT	Tk	11-12
22/6GT	MI	10-14
RAG/6GT	*SP*	*4(5)4*
1893/6GT	*SP*	*4(5)4*
DAG/6GT	*RA*	*5(5)5s*
18th Guards Motorized Rifle Div: "Red Banner"		
51/18G	MI	10-14
53/18G	MI	10-14
58/18G	MI	10-14
18/18G	Tk	11-12
118/18G	Tk	4-4
RAG/18G	*SP*	*4(5)4*
52/18G	*SP*	*4(5)4*
DAG/18G	*RA*	*5(5)5s*
51st Tank Div		
154/51T	Tk	11-12
156/51T	Tk	11-12
158/51T	Tk	11-12
51/51T	MI	10-14
RAG/51T	*SP*	*4(5)4*
300/51T	*SP*	*4(5)4*
DAG/51T	*RA*	*5(5)5s*

SOVIET 13th ARMY

The 26th and 81st Arty Divs and the 15th GMRD may enter on Game-Turn 3 on the east edge of the *Hof Gap* map, or may enter on Game-Turn 4 on either the north edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map. The 17th MRD and 13th Army Troops may enter on Game-Turn 4 on the east edge of the *Hof Gap* map, or on Game-Turn 5 on either the north edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map. The 23rd Tank Div may enter on Game-Turn 6 either

edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map.

DESIG-NATION	TYPE	STRENGTH
13th Army Troops		
15/13A	AH	3(20)3s
17/13A	AH	3(20)3s
13/13A	En	0-1s
15th Guards Motorized Rifle Div: "Kharkov"		
44/15G	MI	8-12
47/15G	MI	8-12
50/15G	MI	6-8
15/15G	Tk	9-10
RAG/15G	*SP*	*3(5)3*
43/15G	*FA*	*4(4)4s*
DAG/15G	*RA*	3(5)3s
23rd Tank Div		
3/23T	Tk	9-10
39/23T	Tk	9-10
135/23T	Tk	9-10
56/23T	MI	8-12
RAG/23T	*SP*	*3(5)3*
211/23T	*FA*	*4(4)4s*
DAG/23T	*RA*	3(5)3s
17th Motorized Rifle Div: "Moskva"		
1312/17	MI	8-12
1314/17	MI	8-12
1316/17	MI	6-8
17/17	Tk	9-10
RAG/17	*SP*	*3(5)3*
320/17	*FA*	*4(4)4s*
DAG/17	*RA*	3(5)3s
26th Artillery Div		
LR1/26	FA	4(7)4s
LR2/26	FA	4(7)4s
Hvy1/26	FA	*6(4)6s*
Hvy2/26	FA	*6(4)6s*
Spec/26	FA	5(10)5s
81st Artillery Div		
LR1/81	FA	4(7)4s
LR2/81	FA	4(7)4s
Hvy1/81	FA	*6(4)6s*
Hvy2/81	FA	*6(4)6s*
Spec/81	FA	5(10)5s

SOVIET 8th GUARDS ARMY

79th GTD, 39th GMRD, 57th GMRD, and 8th GA Troops may enter on Game-Turn 1 on either the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map. The 20th GMRD may enter on Game-Turn 2 on either the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map, but may expend only 6 Operation Points during the phase of entry, regardless of the map edge of entry.

DESIG-NATION	TYPE	STRENGTH
8th Guards Army Troops		
L/8GA	FA	6(6)6s
H/34	FA	*4(4)4s*
L/34	FA	5(8)5s
20/8GA	AH	3(20)3s
39/8GA	AH	3(20)3s
57/8GA	AH	3(20)3s
206/8GA	En	0-1s
27/8GA	En	0-1s
79th Guards Tank Div: "Lublin, Red Banner"		
216/79GT	Tk	11-12
220/79GT	Tk	11-12
227/79GT	Tk	11-12
79/79GT	MI	10-14
RAG/79GT	*SP*	*4(5)4*
172/79GT	*SP*	*4(5)4*
DAG/79GT	*RA*	*5(5)5s*
20th Guards Motorized Rifle Div		
55/20G	MI	10-14
57/20G	MI	10-14
60/20G	MI	10-14
20/20G	Tk	11-12
120/20G	Tk	4-4
RAG/20G	*SP*	*4(5)4*
46/20G	*SP*	*4(5)4*
DAG/20G	*RA*	*5(5)5s*
39th Guards Motorized Rifle Div: "Barvenkovo, Red Banner"		
112/39G	MI	10-14
117/39G	MI	10-14
120/39G	MI	10-14
39/39G	Tk	11-12
139/39G	Tk	4-4
RAG/39G	*SP*	*4(5)4*
87/39G	*SP*	*4(5)4*
DAG/39G	*RA*	*5(5)5s*
57th Guards Motorized Rifle Div		
170/57G	MI	10-14
172/57G	MI	10-14
174/57G	MI	10-14
57/57G	Tk	11-12
157/57G	Tk	4-4
RAG/57G	*SP*	*4(5)4*
128/57G	*SP*	*4(5)4*
DAG/57G	*RA*	*5(5)5s*

SOVIET 1st GUARDS TANK ARMY

The 27th GMRD may enter on Game-Turn 1 on the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map. The 7th GTD, 9th TD, 11th GTD, and 1st GTA Troops may enter on Game-Turn 3 on the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map.

DESIG-NATION	TYPE	STRENGTH
1st Guards Tank Army Troops		
27/1GTA	AH	3(20)3s
120/1GTA	En	0-1s
7th Guards Tank Div: "Kiev"		
54/7GT	Tk	11-12
55/7GT	Tk	11-12
56/7GT	Tk	11-12
23/7GT	MI	10-14
RAG/7GT	*SP*	*4(5)4*
1836/7GT	*SP*	*4(5)4*
DAG/7GT	*RA*	*5(5)5s*
9th Tank Div		
23/9T	Tk	11-12
95/9T	Tk	11-12
108/9T	Tk	11-12
8/9T	MI	10-14
RAG/9T	*SP*	*4(5)4*
1535/9T	*SP*	*4(5)4*
DAG/9T	*RA*	*5(5)5s*
11th Guards Tank Div		
40/11GT	Tk	11-12
44/11GT	Tk	11-12
45/11GT	Tk	11-12
27/11GT	MI	10-14
RAG/11GT	*SP*	*4(5)4*
293/11GT	*SP*	*4(5)4*
DAG/11GT	*RA*	*5(5)5s*
27th Guards Motorized Rifle Div		
74/27G	MI	10-14
76/27G	MI	10-14
83/27G	MI	10-14
27/27G	Tk	11-12
127/27G	Tk	4-4
RAG/27G	*SP*	*4(5)4*
54/27G	*SP*	*4(5)4*
DAG/27G	*RA*	*5(5)5s*

SOVIET FRONT RESERVE

DESIG-NATION	TYPE	STRENGTH
103rd Guards Airborne Div		
1/393/103	AM	3-4
2/393/103	AM	2-3
3/393/103	AM	2-3
1/583/103	AM	3-4
2/583/103	AM	2-3
3/583/103	AM	2-3
1/688/103	AM	3-4
2/688/103	AM	2-3
3/688/103	AM	2-3
DAG/103	AM	*4(4)4s*

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Grand Campaign Scenario

[31.0] MITTELLAND THRUST: COMBINING THE CENTRAL FRONT GAMES

COMMENTARY:

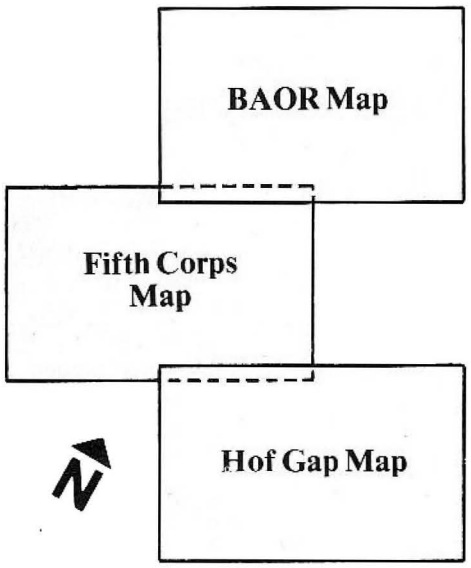
These scenario instructions allow for the combination of the first three games in the *Central Front Series: Fifth Corps, Hof Gap,* and *BAOR*. All three may be played together, or *Fifth Corps* may be combined with either *BAOR* or *Hof Gap* exclusively. As victory conditions are determined separately for each game map, players have complete flexibility in the choice of games they wish to combine. In playing the *Central Front* series, the new Standard Rules issued with *BAOR* should be considered authoritative. Additionally, the Exclusive Rules of *BAOR* carry the weight of Standard Rules for all the games. Optional Rules for the series were published in the last edition of *MOVES*. These Scenario Instructions cover all other game features so, essentially, players may disregard the original Exclusive Rules issued with *Fifth Corps* and *Hof Gap*.

GENERAL RULE:

The three game maps are joined together as shown in the diagram. The *Hof Gap* map should be cut on the dotted line printed along the western half of the north map edge. Then the *Hof Gap* map is laid over the *Fifth Corps* map so that *Fifth Corps* hexes

0126 and 0151 are directly *under Hof Gap* hexes 3901 and 3926 respectively. The *BAOR* map should be cut along the dotted line printed on the western half of the south edge of the map. The *BAOR* map is then laid over the *Fifth Corps* map so that *Fifth Corps* hexes 3926 and 3951 are directly *under BAOR* hexes 0101 and 0126 respectively. The overlapping hexrow in each case is assumed to be part of the playing surface of southernmost mapsheet. Small pieces of masking tape may be used to hold the maps together (avoid using transparent tape as it tends to tear the mapsheets).

The combined or single *Central Front* games begin on Game-Turn One (an A.M. Game-Turn) and end with the completion of Game-Turn Ten, or at the completion of any Game-Turn from Game-Turn Four on, by mutual consent of the players. The Warsaw Pact player is the First player during every Game-Turn. (The Initiative Segment of the Sequence of Play is skipped.)



[31.1] NATO INITIAL DEPLOYMENT AND REINFORCEMENTS

[31.11] NATO units from the *BAOR* game are set up according to 20.1 of the *BAOR* rules. NATO units from *Fifth Corps* and *Hof Gap* are set up according to the updated Master Unit Deployment List accompanying this scenario. West German Territorial Static units may be deployed according to Optional Rule 25.3 (see *MOVES* nr. 59).

[31.12] To accomodate the joining of *BAOR* and *Fifth Corps*, the West German 21/2 Artillery and 22/2 Rocket Artillery units (which normally enter the *BAOR* map on Game-Turn One) are ignored as reinforcements and are initially deployed on hex 3134 of the *Fifth Corps* map. All other NATO reinforcements are entered normally as per *BAOR* rules or the Master Unit Deployment List, as applicable.

[31.2] WARSAW PACT REINFORCEMENTS

[31.21] Warsaw Pact reinforcements are entered according to *BAOR* cases 21.4 and 22.2. Order of appearance is detailed in *BAOR* case 20.2 and the Master Unit Deployment List.

[31.22] Soviet airborne reinforcements consist of the 76th Guards Airborne Division and the 103rd Guards Airborne Division. Both divisions may be dropped in the same or different Game-Turns as the Warsaw Pact player desires. *BAOR* case 22.4 details the option of dropping the 76th GABD off map. This option is available to the 103rd as well. If the Warsaw Pact player decides to drop the 103rd GABD off map, then *no* NATO reinforcements enter either the *Hof Gap* or *Fifth Corps* game maps. This includes US units at Major Training Areas off map.

[31.3] SUPPLY SOURCES

[31.31] NATO units on the *BAOR* map trace lines of supply to sources outlined in 21.71 of the *BAOR* rules. NATO units on the *Fifth Corps* map may trace supply to an Autobahn or road hex leading off the west edge of the map, or the south edge (west of hex 0122), or the north edge (west of hex 3922). NATO units on the *Hof Gap* map may trace supply to an Autobahn or road hex leading off the west edge only.

[31.32] All Warsaw Pact units, except artillery, are automatically supplied for the first four Game-Turns of any scenario, regardless of whether they can trace a valid line of supply or not. Warsaw Pact units on the *BAOR* map trace supply according to 21.72 of the *BAOR* rules. All Soviet units may trace supply to an Autobahn or road hex leading off the east edge of the *Fifth Corps* map, the east edge of the *Hof Gap* map, or the north edge of the *Hof Gap* map east of hex 3931. East German units may trace supply to an Autobahn or road hex leading off the east edge of the *Fifth Corps* map, or the north edge of the *Hof Gap* map (east of 3931), or the east edge of the *Hof Gap* map (north of 2850). Czech units may trace supply to any road hex leading off the east edge of the *Hof Gap* map.

[31.4] AIR POWER AND CHEMICALS

[31.41] Warsaw Pact initial air superiority is determined according to 21.2 of *BAOR* rules. Air superiority applies to all playing maps. When the Warsaw Pact player has air superiority, he receives 12 Air Points per map. This total of 36 Air Points may, at the discretion of the Warsaw Pact player, be used anywhere on any map(s), as long as the total of Air Points expended per Game-Turn does not exceed 36. When the NATO player has air superiority, he receives 18 Air Points per map. This total of 54 Air Points may, as above, be used anywhere.

[31.42] The Warsaw Pact player may conduct a pre-emptive airstrike against six hex groups per map in play, according to 21.5 of *BAOR* rules. This total of 18 strikes may be apportioned among the game maps as the Warsaw Pact player wishes.

[31.43] No die roll is ever made on the Airpower Table on the first Game-Turn to determine the presence of ground fog. The first Game-Turn is always considered clear.

[31.44] The Warsaw Pact player receives 3 column shifts in his favor when using chemicals on Game-Turns One through Four, two column shifts in his favor when using chemicals on Game-Turns Five through Eight, and one column shift in his favor when using chemicals on Game-Turns Nine and Ten. The NATO player may never use chemicals.

[31.5] MAP TO MAP AND OFF-MAP OPERATIONS

[31.51] NATO and Warsaw Pact units may move from one playing area to another across the hexrow where the two maps overlap. NATO units only may also move from map to map across off-map territory (see 31.56).

[31.52] Air Points and pre-emptive airstrikes may be used anywhere on the three playing areas. EW points and nuclear warheads allocated to one map may never be used against targets on another map.

[31.53] Artillery units of both sides located on one map may support friendly units located on another map, provided that such fire is not traced across off-map territory.

[31.54] Attack helicopter units may be used to support friendly units located on another map, provided that the "flight path" can be traced entirely across on-map territory.

[31.55] Airborne units may be dropped on any maps, at the discretion of the owning player. See also 31.22 for Soviet off-map parachute options.

[31.56] During any friendly Player-Phase, any number of NATO units may be exited off the south edge of the *Fifth Corps* map (west of hex 0122) and immediately be re-entered into play during the next NATO friendly Player-Phase on the west edge of the *Hof Gap* map, or *vice versa*. Similarly, NATO units may be exited off the north edge of the *Fifth Corps* map (west of hex 3926) and be re-entered into play during the next NATO friendly Player-Phase on the west edge of the *BAOR* map, or *vice versa*. In order to do so, a unit must be exited from a road or Autobahn hex leading off the appropriate map edge, and must have at least six Operation Points remaining in its allowance for the Phase after doing so. In the immediately following Player-Phase, the unit must enter the other map as a reinforcement, via road or Autobahn, and may expend only six Operation Points in that Phase. A NATO unit may not be exited from a hex, or entered into a hex, from which a Warsaw Pact unit that exerts a Zone of Control has been exited.

[31.6] NATO PARALYSIS

Non-West German NATO units are subject to special movement and combat restrictions during the first Game-Turn of any scenario. At the beginning of Game-Turn Two, and thereafter, the restrictions of these cases do not apply. **Exception:** The following units are not subject to these restrictions:

1. On the *BAOR* map: British units east of the Weser River, and units of the 4th Armoured Division, as well as Belgian units initially deployed.

2. On the *Fifth Corps* and *Hof Gap* maps: all units of the 2nd and 11th Armored Cavalry Regiments, the 2/15/3 mechanized infantry battalion, the 2/41/3 self-propelled artillery battalion, the 1/68/8 Armoured battalion, and any units at a Major Training Center (see 31.7).

[31.61] Non-West German NATO units (except those listed above) may not expend Operation Points in any manner. Artillery and helicopter units may not support a combat or use counterbattery fire.

[31.62] Subject units must, if attacked, defend with their Mobile Combat Strength. If attacked, they may retreat normally, and are released from these restrictions.

[31.7] US MAJOR TRAINING AREAS (MTA's)

Before the NATO player sets up his units at the beginning of the game, he uses the MTA Table (31.73) to determine which US brigade is currently at a Major Training Area. He rolls one die to determine which column to refer to (as noted across the top of the table) and then rolls the die again to locate the result in the appropriate column, i.e., which US brigade starts at an MTA.

[31.71] After determining which brigade is affected, the NATO player consults the Master Unit Deployment List and places all units for that brigade as follows:

1. All units except mechanized infantry battalions are placed within two hexes of hex 1238 on the *Hof Gap* map.

2. All mechanized infantry units enter play as reinforcements during the initial NATO Player-Phase of Game-Turn One on the south edge of the *Hof Gap* map, west of hex 0142. Each such unit may expend only 6 Operation Points during its phase of entry.

[31.72] All units in a brigade at MTA's are exempt from the restrictions of 31.6.

[31.8] SPECIAL AIRBORNE/ AIRMOBILE RULES

[31.81] British, West German and East German airborne infantry units are all eligible for airborne drop in accordance with 15.0 of the Standard Rules. They are, however, non-motorized, and when being moved they treat all road and Autobahn hexsides as access hexsides instead. Furthermore, they are treated as company-sized units for the purposes of exerting a Zone of Control.

[31.82] Units from the *BAOR* game which are eligible for airmobile operations are detailed in 21.8 of the *BAOR* rules. The following units from *Hof Gap/Fifth Corps* are eligible for airmobile operations after conversion to airmobile status: all East German, Czech, and Soviet motorized rifle regiments, all Soviet airborne mechanized battalions; all US 2-8 mechanized infantry battalions. The following units are eligible for airmobile operations at all times: East and West German airborne infantry units, Soviet airborne artillery.

[31.9] VICTORY CONDITIONS

Victory conditions are met in the same manner as described in 22.7 of the *BAOR* rules. Victory conditions are, however, determined separately for each mapsheet (i.e., "front").

[31.91] Warsaw Pact victory conditions are determined for each mapsheet according to 22.71 of the *BAOR* rules — that is the same chart is applicable to all three games. For victory purposes, however, Warsaw Pact units must trace a line of supply to the east edge of the mapsheet which they occupy, regardless of the fact that they may be able to be supplied for game purposes by tracing a route onto another map. By mutual consent, the players may use Optional Rule 28.0 (Doctrinal Victory Conditions) for Warsaw Pact victory determination.

[31.92] In the event that no Warsaw Pact victory is attained, the NATO player determines his level of victory as follows:

1. On the *BAOR* map, as per 22.72 of the *BAOR* rules.

2. For the *Fifth Corps* map and the *Hof Gap* map, victory criteria are outlined on the tables in 31.93.

[31.93] NATO VICTORY CRITERIA FOR *FIFTH CORPS*

NATO CITY HEXES	*LEVEL OF VICTORY*
95 or more	Strategic Victory
77-94	Substantive Victory
66-76	Marginal Victory

[31.94] NATO VICTORY CRITERIA FOR *HOF GAP*

NATO CITY HEXES	*LEVEL OF VICTORY*
22 or more	Strategic Victory
15-21	Substantive Victory
8-14	Marginal Victory

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[18.4] ELECTRONIC WARFARE TABLE (COMBINED)

Game Turn	BAOR Map NATO	BAOR Map Warsaw Pact	Fifth Corps Map NATO	Fifth Corps Map Warsaw Pact	Hof Gap Map NATO	Hof Gap Map Warsaw Pact
1	3	4	4	4	4	9
2	6	5	4	5	4	10
3	6	8	4	8	4	11
4	7	12	4	8	4	12
5	7	12	4	8	4	12
6	7	13	4	8	4	13
7	7	14	4	8	4	13
8	7	14	4	8	4	13
9	7	14	4	8	4	13
10	7	14	4	8	4	13

[31.73] MAJOR TRAINING AREA TABLE

First Die:	1-3	4-6
DIE		
1	1st Brigade, 1st Armd Division	1st Brigade, 3rd Armd Division
2	2nd Brigade, 1st Armd Division	2nd Brigade, 3rd Armd Division
3	3rd Brigade, 1st Armd Division	3rd Brigade, 3rd Armd Division
4	1st Brigade, 3rd Inf Division	1st Brigade, 8th Inf Division
5	2nd Brigade, 3rd Inf Division	2nd Brigade, 8th Inf Division
6	3rd Brigade, 3rd Inf Division	3rd Brigade, 8th Inf Division

The NATO player refers to this table before setting up his units. See 31.7 for details.