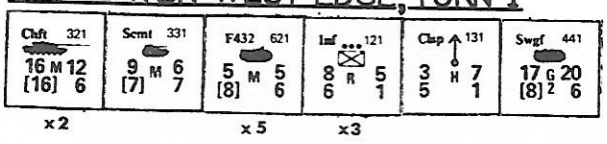
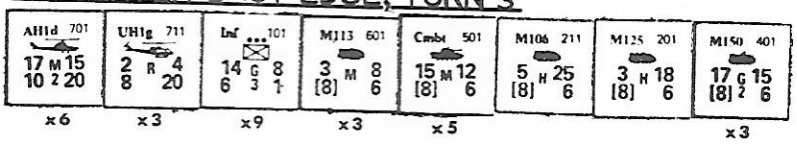
U.K. - ENTER WEST EDGE, TURN 1



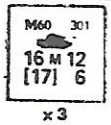
BATTLE GROUP COOKE

U.S. - ENTER EAST EDGE, TURN 3



8th ARM CAV RGT(-) &
2nd AIR CAV DIV RESERVE

U.S. - ENTER EAST EDGE, TURN 6



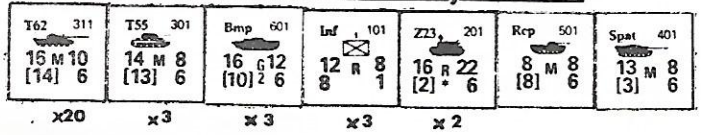
CO. B/VII CORPS TACTICAL RESERVE

Fig. 1 — Setup for The Dam That Almost Burst Scenario.

THE DAM THAT ALMOST BURST

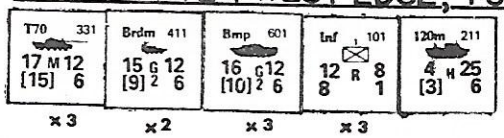
BY MARK MATUSCHAK

U.S.S.R. - ENTER WEST EDGE, TURN 1



272nd TANK RGT (+)

U.S.S.R. - ENTER WEST EDGE, TURN 5



604th MECH INF BTN

Despite impressive initial gains, the situation in central Europe, early autumn 1978 did not look promising for the Soviets. Soviet casualties had been higher than expected early on, and their units were just starting to be back at effective offensive strength. Meanwhile, NATO reinforcements from France and Italy had helped the picture for the free world.

A single development changed the entire picture: Soviet backed and reinforced forces in the Middle East had pulled off some unanticipated successes against NATO and its allies, causing the diversion of several NATO divisions to this theatre.

On September 16th, the Soviets launched numerous small diversionary attacks to draw off NATO reserves (which they did). As the mists cleared on the morning of September 17th, the Soviets struck hard. Tearing a gaping hole in a weakly held British sector, the Soviet Blitzkrieg advance (reminiscent of WWII) drew near the pivotal towns of Werneck and Essleben.

The mauled British forces attempted to screen off and delay the Soviets, but this action cost dearly in men and equipment. NATO command reacted, sending the only immediately available reserves—US airmobile and light tank units. By the 19th, the British forces were almost nonexistent, and US units came into contact with the Soviets. The battle was on.

VICTORY CONDITIONS

Soviet Decisive: Hold both Werneck and Essleben and have at least 1.5 to 1 superiority in points.
Soviet Tactical: Hold both towns and have at least a 1 to 1 equivalency in points.
Soviet Marginal: Hold both towns.

US Decisive: Hold both towns, with 1.5 or more point superiority.
US Tactical: Hold both towns with at least 1 to 1 point equivalency.
US Marginal: Have at least 1 to 1 ratio in points.

All other conditions result in a draw.

To hold a town, there must be no enemy units in it, and must have been last to pass through all town hexes. Game Length: 15 turns. Panic Levels: US—10%, Soviet—10%, British—30%.

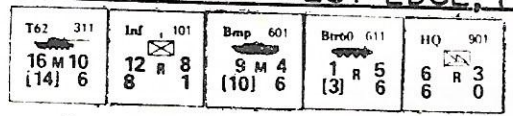
ESCAPE FROM THE POCKET

Remnants of a shattered Soviet force, the victims of an unexpected NATO counteroffensive, attempt to escape through a narrow corridor fast being closed by West Germans. The West German forces, hotly pursuing the Soviets, are somewhat disorganized and lack effective artillery support.

Meanwhile, the Soviets scrape up reserves to plug the gap and make contact with the retreating elements, and elements of an American airmobile unit held in reserve are belatedly thrown in to seal the pocket.

The West German/US Player is the first player (ignore this phase

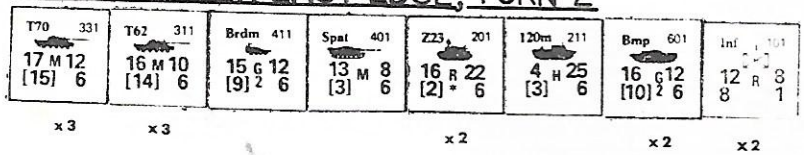
U.S.S.R. - ENTER WEST EDGE, TURN 1



x 2 x 3 x 3

1st GD ARMY HQ & HQ BTN

U.S.S.R. - ENTER EAST EDGE, TURN 2

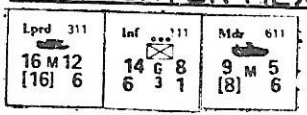


x3 x3 x2 x2 x2

178th TANK RGT(-)

Fig. 2 — Setup for Escape From The Pocket Scenario.

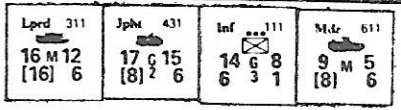
F.R.G. - ENTER HEX 3134, TURN 2



x3 x2 x2

ELEMENTS OF 3rd PZG BDE

F.R.G. - ENTER WEST EDGE, TURN 3



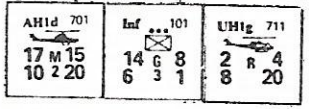
3rd PZG BDE

F.R.G. - ENTER HEX 2701, TURN 2

x2

3rd PZG BDE

U.S. - ENTER WEST EDGE, TURN 4



x2 x3 x3

EAGLE FLIGHT/173rd AIRB BDE

Turn 1). Panic Levels: Soviet—20% US/WG—Turns 1-4 20%; Turn 5 on 10%. Game Length: 15 Game-Turns.

VICTORY CONDITIONS:
Players receive victory points for destroyed units in the usual manner. Additionally, the US/WG Player receives points for any undestroyed Soviet unit that fails to exit the East map edge. The HQ unit is worth double both for being destroyed and failing to exit.