

MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

ASSAULT ON MANDUWAN, IRAN

The tough young men of the German 5th Parachute Regiment had been preparing for this onslaught for weeks. Aerial reconnaissance had indicated a massive buildup of enemy forces in their sector, and further confirmed by aggressive patrolling of all possible approaches. The Indian Army, along with other Commonwealth forces, was on the move in strength, advancing along several axes to cross the Shatt-al-Arab waterway along a front of nearly thirty miles. Already the air was oily with the smoke from fires raging among the forest of petroleum derricks in and around the military district headquarters at Khorramshahr. Though unsure of the precise objective of the offensive, the elite fallschirmjäger had one of those gut-hunches veterans alone can experience and understand. They "knew" intrinsically that they would be the first troops hit and that the main blow would fall on them.

On the other side of the field, the men of the Bharat Rakshak (The Army of India) knew they were in for a struggle. They also knew that the paras to their front were tough, wily, experienced and were probably preparing a "hot" welcome for them. At the same time, with years of training and experience of their own under their belts, they could smell the winds of change at home. Talks leading to full independence for India from British colonial rule were even now in progress, and the jawahs of the 7th Indian Armoured Brigade knew that, while the world was watching, the future of their people and homeland could indeed rest on their performance on this brutally hot day in Persia.

SCENARIO LENGTH - 24 TURNS



ASSAULT ON MANDUWAN, IRAN

ARMY OF INDIA

Cohesion Level: 16
Base Determination: .30
Breakpoint: 223

2251st Armoured Brigade /

41st Indian Armoured Division:

Brigade HQ: 1x Infantry GHQ/Dorchester
command vehicle

AAA Company: 2x 40mm L/60 "Bofors"/Truck

2nd Royal Deccan Horse: 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

4th Regiment

(Hobson's Horse): 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

14th Regiment

(Scinde Horse): 1x Comet HQ

3 squadrons each 4x Comet

Arm. Recce Sqd.[R]: 3x M24 Chaffee; 3x Staghound AC

3rd Battalion/

4th Gurka Rifles: 1x TL1 Inf. HQ/M3 Halftrack,
1x "Wasp" Flamethrower,
1x Jeep/LMG[R]

4x Infantry Company: each 3x TL1 Inf./M3 Halftrack,
1x TL1 Inf.(R)/ Bren Carrier

1x Support Company: 2x TL1 Inf. Support/Bren Carrier,
3x 6lbr/Windsor Carrier

4th Regt. Bombay Artillery (SP)

3x Artillery Battery: each 3x 25lbr Sexton(2)

A Company/

41st Anti-Tank Battalion: 2x17lbr ATG/Crusader Tractor,
1x 32lbr ATG/M3 Halftrack

A Co / 41st Engineer Bn: 4x TL1 Engineer(A)/Truck

INDIAN DEPLOYMENT:

Forces enter the east edge of the board on Turn One.

VICTORY CONDITIONS:

Occupy the town of Manduwan with at least six stands
for at least one full turn.

GERMANS

Cohesion Level: 17
Base Determination: .30
Breakpoint: 124

5th Fallschirmjäger Regiment:

HQ: 1x Infantry GHQ/Truck
3x FlaK88 / Sd.7 tractor

1/5th Fallschirmjäger Regiment

1x Infantry HQ (FO)/truck,
1x Kubelwagen

3x Companies: @ 3x Parachute Infantry,
1x Infantry Support,
1x 81mm Gr-34 Mortar(1)

Support Company: 1x 81mm Gr-34 Mortar(3),
2x Infantry Support

2/5th Fallschirmjäger Regiment

1x Infantry HQ (FO)/truck,
1x Kubelwagen

3 x Companies: @ 3x Parachute Infantry,
1x Infantry Support,
1x 81mm Gr-34 Mortar(1)

Support Company: 1x 81mm Gr-34 Mortar(3),
2x Infantry Support

Anti-Tank Company: 1x 88mm PAK43/SdKfz7

Mortar Company: 1x 120mm GrW42 Mortar(2)/Truck

Flak Company: 2x 20mm Flak 38/Truck,
1x 20mm Flak (quad)/Sd. 7

Off Table Artillery: 4x 15cm sFH.18 Howitzer (2)

16 Medium Improved Positions, 44 Dispersed Minefields

GERMAN DEPLOYMENT:

Forces deployed in a defensive perimeter anywhere on
the western half of the board.

VICTORY CONDITIONS:

Prevent Indian forces from occupying the town of
Manduwan for at least one full turn.

SPECIAL RULES

The Hot Shot! (Rule 12.1 - p. 16 MA:TG - WWII)

Unit Determination (Rule 12.10 - p. 10 Wehrmacht
'47[®] Supplement)

Tank Marines! (Rule 12.4 - p. 17 MA:TG - WWII)

Artillery Efficiency (Rule 12.7 - p.17 MA:TG- WWII)

This scenario is designed to be played on 2 adjoining
GHQ Terrain Maker[®] Skirmish Boards.