

SCENARIO TUTORIAL - "FULDA"

INTRODUCTION

The "Fulda Gap" will always be a place of particular significance to the Cold War. Since the beginning of the 1990s, this area of southern Germany, with its well kept farms, attractive countryside, rolling hills, and meandering river valleys has been popular with tourists from all over Europe as a destination for weekend getaways and summer outings. But in the memories of several million German, British, Canadian, Russian, Czech, and American "Cold Warriors", however, it will forever be the tense, closely watched, and heavily fortified military frontier zone it was, where under-paid, under-appreciated, and often unwilling soldiers (conscripts and professionals), were sent to occupy, train on, and be prepared to either seize or defend.

So what was the Fulda Gap, and why was it so important to so many? To the conscript soldiers of the "Group of Soviet Forces - Germany" (GSFG) and their Warsaw Pact allies, the East Germans and Czechs, the Fulda Gap was one of a handful of corridors through which their forces must advance should WWII explode into reality, as so many had feared. Flanked on both North and South by rugged, wooded hills and deep, swift flowing rivers, the "Gap" provided a relatively open and unobstructed route between Warsaw Pact bases along the intra-German border and the Rhine River. A swift advance along this route by heavily armed and armored Warsaw Pact spearheads would split Germany in half and make it possible to wind up the ground war in Europe before the full weight of American military power could be brought to bear. It also had the advantage of allowing all the fighting to take place on NATO territory, preventing them from making full use of their considerable nuclear arsenal for fear of producing intolerable casualties among civilian populations.

For two generations of men and women in the NATO forces, it was the place where WWII would be won or lost. The front simply wasn't deep enough to allow them to fall back before any Warsaw Pact assault. They would have no choice but to fight it out and win... or die!

Although the Fulda Gap has never actually been fought over in modern times, it is probably the most mapped, photographed, studied, and trained-on piece of "potential" battlefield in all human history. Every cow pasture, village square, secondary road, and cabbage patch between Frankfurt in the West and Eisenach in the East had been measured, surveyed, and sketched by innumerable American soldiers taking part in decades of annual "Reforger" exercises. Maps of Hunfeld, Bad Hersfeld, Fulda itself, and much of the surrounding terrain were part of the standard curriculum in military map-reading, photo-analysis, and interrogation classes from Fort Huachuca to Fort Devons. As a result, battle scenarios depicting combat interaction between units of the Soviet 8th Guards Tank Army and the US Fifth Corps can be designed that illustrate the development of weapons and tactics during the Cold War using a single map-board, a single tactical situation, even a single set of victory conditions.

Special thanks must go to Colonel William Garrison (US Army) for kindly supplying me with a full set of maps and overlays from the US Army Staff College course in "Military Maps, Map Reading, and Interpretation", without which this project would not have been possible.

MISSION STATEMENTS

US FORCES: The Soviet 8th Guards Tank Army has penetrated the "Fulda Gap" separating West German "III Corps" from US "V Corps", and is attempting to expand this penetration. If they are not stopped, Frankfurt and Bonn could fall in little more than a week. Your force has been rushed from its peacetime station at Fulda to an area northwest of Bad-Hersfeld to deny the Soviets use of the E4(A7) and 324 "Autobahns". These two highways converge at the village of Obergeis. Your mission is to hold Obergeis for twenty-four hours, long enough for West German forces to counterattack East along Highway 324 from their base at Schwarzenborn and relieve you. Soviet Forces must not be allowed to occupy Obergeis. You are to hold until relieved!

SOVIET FORCES: Our forces have opened a corridor between West German "III Corps" and US "V Corps" near Bad-Hersfeld and have secured a bridgehead across the Fulda River there. Your mission is to advance northwest toward Neuenstein through the sector bounded by Bad-Hersfeld on the East and Kirchheim on the West. Your objective is the road juncture at Obergeis. Once Obergeis is secured, follow-on forces will exploit west toward Schwarzenborn with the ultimate goal of capturing Frankfurt and Bonn. We have a chance to bring this war to a successful conclusion in little more than a week. Obergeis must be in our possession before nightfall!

THE SCENARIO

Introduction: The "Fulda Tutorial" has been designed as a way to introduce you to the concepts of "Generation" and "Tech Level" in a simple "hands on" way. There is only one actual scenario, which depicts a Soviet "Hasty Attack" on US forces surrounding the Village of Obergeis in the "Fulda Gap", West Germany during the "Cold War". Listed below, you will find five different orders of battle for this scenario, one from each of the five decades of the Cold War. These orders of battle have been balanced according to Microarmour: the Game's - Modern Scenario Generation section. Since this is a "Hasty Assault" the Soviets have a two-to-one superiority in points, adjusted for Generation, Cohesion, and Base Determination Factor. We suggest you play the five scenarios in chronological order. In this way we hope you will gain a deeper understanding of the evolution of weapons and tactics during the Cold War era, gain a good grasp of the rules, and experience many hours of exciting, challenging, and enjoyable wargaming.

US Deployment: Before the game begins, the US player will deploy his forces Twenty-Four (24) inches or less from the center of the Village of Obergeis. All stands may be in "Light" Improved Positions as you wish. Helicopters (if available) may be held off-

map at your discretion. The term "OFF-MAP Artillery" is self-explanatory. The US player also may deploy a number of "Dispersed" Minefields equal to 10% of the total number of US stands deployed and an equal number of "Dummy" Minefields. These must also be placed within Twenty Four inches of Obergeis.

USSR Deployment: The Soviet player's forces enter the playing area along its East and South edges on turn one within an entry "zone" no more than Thirty-Six (36) inches from the map's Southeast corner.

Terrain:

- 1) Towns and villages on the map are considered "Light" buildings.
- 2) All Streams are considered fordable along their entire length.
- 3) Highway E4(A7) is considered a "Good" road due to its width and construction.
- 4) All other roads are considered "Poor" roads due to bomb and shell damage.
- 5) All Woods are "Dense".
- 6) Maximum sighting distance is Fifteen (15) inches.

Victory

Conditions: **US** -At least one US stand must occupy some portion of the Village of Obergeis at the end of turn 15.
USSR - Soviet forces must be in sole possession of the village of Obergeis at the end of turn 15.

TABLES OF ORGANIZATION AND EQUIPMENT

(The 1st Decade)

SOVIET MECHANIZED ASSAULT FORCE: 1947

Generation: II, Cohesion: 15, Break Point: 216 (6,178 Points)

Force GHQ: 1xT-34/85 (GHQ+0), 1 x 120mm M43 Mortar(3)/Truck, 3 x 14.5mm ZPU-4 SPAA, 2 x Ba-64[R]

SMG Battalion: 1 x TL1 Infantry(A) HQ/M3 Halftrack, 9 x Submachinegun Infantry(A)/M3 Halftrack, 1 x 57mm M43/Truck,
2 x TL1 Support(A)/1 x Halftrack, 1 x 82mm M37 Mortar(3)/Truck

Recon Battalion(-): 6 x TL1Motorcycle Infantry(A)[R], 2 x Ba-64[R], 1 x 82mm M37 Mortar(3)/Truck

Tank Battalion: 1 x T-34/85 (HQ), 9 x T34//85, 1 x T-34/76[R]

Tank Battalion: 1 x T-34/85 (HQ), 9 x T34//85, 1 x T-34/76[R]

Tank Battalion: 1 x T-34/85 (HQ), 9 x T34//85, 1 x T-34/76[R]

Artillery Battalion: 3 x 122mm M42(3) (OFF MAP)

Rocket Battalion: 3 x BM-13(8)

Notes: 1) All Trucks are TL1.

2) Three (3) Forward Observer teams (FO's) are available. Attach these to any three stands.

US ARMORED COMBAT COMMAND: 1947

Generation: II, Cohesion: 15, Break Point: 127 (3,530 Points)

Combat Command GHQ: 1 x TL1Infantry(A) (GHQ+1)/Halftrack

Armored. Infantry Bttn: 1 x TL1Infantry(A) HQ/Halftrack, 9 x TL1Infantry(A)/Halftrack, 4 x TL1Support(A)/Halftrack, 1 x Jeep/HMG[R],
3 x 75mm M20 RcR/Jeep, 1 x 81mm M21(1+), 1 x 105mm M7 "Priest"(1+)

Heavy Tank Bttn: 1 x M26 "Pershing" (HQ), 12 x M26 "Pershing", 4 x M24 "Chaffee", 1 x 81mm M21(1+), 1 x Jeep/HMG[R],
1 x 105mm M45 Pershing/CS(1+)

Artillery Bttn: 3 x 105mm M7 "Priest"(3)

Note: 1) This formation represents what the US planned to field if WWII had continued.

(The 2nd Decade)

SOVIET ARMORED ASSAULT FORCE: 1957

Generation: II, Cohesion: 13, Break Point: 137 (3,630 Points)

Force GHQ: 1 x T-54 (GHQ+0), 2 x Ba-64[R], 1 x 120mm M-43(3)/Truck

Motor Infantry Bttn: 1 x TL2 Infantry(A) HQ/BTR-152, 9 x TL2 Infantry(A)/BTR-152, 1 x 57mm M43/Truck,
1 x 82mm M37 Mortar(3)/Truck

Medium Tank Battalion: 1 x T-54 (HQ), 9 x T-54, 1 x T-54[R]

Artillery Battalion(-): 2 x 122m M38(2)/Truck

Assault Gun Battalion: 4 x Su-100, 1 x GAZ (Jeep)[R]

Assault Gun Battalion(-): 3 x ISU-152

Notes: 1) All trucks and Jeeps are TL-2.

2) Three (3) Forward Observer teams (FO's) are available. Attach these to any three stands.

US "PENTOMIC" DIVISION - ALL ARMS BATTLE GROUP: 1957

Generation: III, Cohesion: 13, Break Point: 84 (2,200 Points)

Battlegroup GHQ: 1 x TL2 Infantry(A) GHQ/M59, 1 x 105mm M52(3), 1 x M41[R]
Infantry Company: 4 x TL2 Infantry(A)/M59, 1 x 4.2" M84(2)
Infantry Company: 4 x TL2 Infantry(A)/Truck, 1 x 81mm M29(1+)/Truck
Infantry Company: 4 x TL2 Infantry(A)/Truck, 1 x 81mm M29(1+)/Truck
Infantry Company: 4 x TL2 Infantry(A), 1 x 81mm M29(1+)
Group Support Company: 2 x 106mm M40 RcR/Jeep, 1 x 4.2" M84 Mortar(2), 1 x 55 "Mobile Quad", 1 x M56 "Scorpion"
Engineer Company: 3 x TL2 Engineer/Truck
Armored Company: 4 x M48A2

Note: 1) All trucks are TL-2.

(The 3rd Decade)

SOVIET ARMORED ASSAULT FORCE: 1967

Generation: II, Cohesion: 14, Break Point: 132 (10,528 Points)

Force GHQ: 1 x T-62 (GHQ+1)
Tank Battalion: 1 x T-62 (HQ), 9 x T-62
Tank Battalion: 1 x T-62 (HQ), 9 x T-62
Tank Battalion: 1 x T-62 (HQ), 9 x T-62
Motorized Rifle Btn: 1 x TL2 Infantry(A) HQ/BMP-1(AT-3), 9 x TL2 Infantry(A)/BMP-1(AT-3), 2 x TL2 Support/1 x BMP-1(AT-3),
1 x 120mm M43 Mortar(3)/Truck
Recon Battalion(-): 2 x BMP-1(AT-3)[R], 1 x PT-76[R], 2 x BRDM-2[R]
Artillery Battalion: 3 x 122mm D30(3)/Truck
Heavy Artillery Btn(-): 2 x 180mm S-28(3) (OFF MAP)

Note: 1) All trucks and Jeeps are TL-2.

2) Three (3) Forward Observer teams (FO's) are available. Attach these to any three stands.

US "ROAD" DIVISION - COMBINED ARMS TASK FORCE: 1967

Generation: III, Cohesion: 14, Break Point: 97 (4,786 Points)

Task Force GHQ: 1 x TL2 Infantry(A) GHQ(+1)/M577
Mechanized Battalion: 1 x TL2 Infantry(A) HQ/M577, 9 x TL2 Infantry(A)/M113, 3 x 81mm M125(1+), 3 x 106mm RcR/Jeep,
1 x 4.2" M106(2), 1 x Jeep/HMG [R], 1 x M114 "Scout"[R]
Armored Battalion: 1 x M577 (HQ), 12 x M60A1, 1 x 4.2" M106(2), 1 x M114 "Scout"[R]
Artillery Battalion: 3 x 155mm M109(3)

(The 4th Decade)

SOVIET ARMORED ASSAULT FORCE: 1977

Generation: III, Cohesion: 15, Break Point: 204 (13,614 Points)

Force GHQ: 1 x T-72 (GHQ+1)
Motorized Rifle Btn: 1 x TL3 Infantry(A) HQ/BMP-1(AT-3), 9 x TL3 Infantry(A)/BMP-1(AT-3), 1 x 120mm M1970 Mortar(3)/TL3 Truck,
1 x ABS-17/BMP-1(AT-3)
Tank Battalion: 1 x T-72 (HQ), 9 x T-72
Tank Battalion: 1 x T-72 (HQ), 9 x T-72
Tank Battalion: 1 x T-72 (HQ), 9 x T-72
Recon Company: 1 x BMP-1(AT-3)[R], 1 x BRDM-2[R]
Anti-Aircraft Battery: 1 x SA-9, 1 x ZSU-23/4
Artillery Battalion: 3 x SAU-122(3)
Helicopter Squadron(-): 3 x Mi-24 "Hind-A"

US COMBINED ARMS TASK FORCE: 1977

Generation: III, Cohesion: 15, Break Point: 130 (9,070 Points)

Force GHQ: 1 x TL3 Infantry(A) GHQ(+1)/M577, 2 x AH-1G "Cobra", 1 x OH-58A[R]
Mechanized Battalion: 1 x TL3 Infantry(A) HQ/M577, 9 x TL3 Infantry(A)/M113A3, 1 x 4.2" M106(2), 2 x V150/20mm[R],
1 x M113 CAV[R], 1 x M901/TOW1
Armored Battalion: 1 x TL3 Infantry(A) HQ/M577, 13 x M60A3, 1 x M48 AVLB, 1 x M106(2), 2 x TL2 Infantry(R)/M113A3,
1 x M901/TOW1
Artillery Battalion: 3 x 155mm M109A2(3)

Notes: 1) Three Infantry stands contain attached "Dragon" ATGM teams.

2) One Infantry stand contains an attached "Redeye" SAM team.

(The 5th Decade)

SOVIET ARMORED ASSAULT FORCE: 1987

Generation: III, Cohesion: 14, Break Point: 118 (11,170 Points)

- Force GHQ: 1 x TL3 Infantry(A) (GHQ+1)/BMP-2(AT-5), 2 x Mi-24 "Hind-E"
Motorized Rifle Btn: 1 x TL3 Infantry(A) HQ/BMP-2(AT-5), 9 x TL3 Infantry(A)/BMP-2(AT-5), 1 x TL3 Support/BMP-2(AT-5),
1 x 82mm Auto-Mortar(3)/TL3 Truck, 2 x ABS-17/BMP-2(AT-5)
Tank Battalion: 1 x T-80U/AT-8 (HQ), 9 x T-80U/AT-8
Artillery Battalion: 3 x 122mm 2S1(3)
Notes: 1) One Infantry stand may contain an attached SA-14 SAM team (MP).

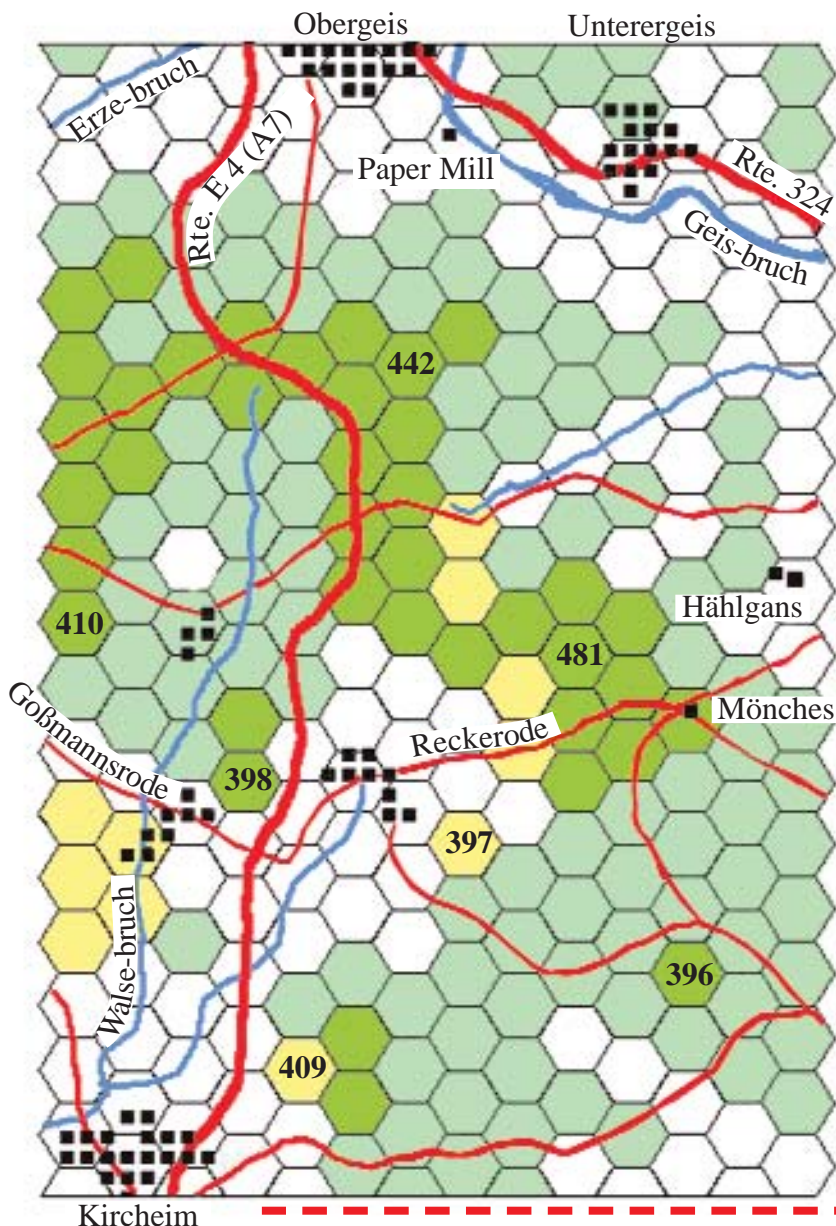
US "DIVISION 86" - COMBINED ARMS TASK FORCE: 1987

Generation: III, Cohesion: 16, Break Point: 111 (13,032 Points)

- Force GHQ: 1 x TL3 Infantry(A) GHQ(+2)/M577, 2 x AH-64 "Apache"
Mechanized Battalion: 1 x TL3 Infantry(A) HQ/M577, 12 x TL3 Infantry(A)/M2 Bradley ,1 x M1114 (Armored) HMMWV[R],
3 x M901/TOWII, 1 x 4.2" M106(3), 1 x TL3 Infantry(R)/M3 Bradley
Armored Battalion: 1 x TL3 Infantry(A) HQ/M577, 12 x M1A1, 1 x 4.2" M106(3), 1 x TL3 Infantry(R)/M3 Bradley
Artillery Battalion(-): 2 x M109A2(4)
*Notes: 1) Any four Infantry stands may contain attached "Dragon" ATGM teams (MP).
2) Any four Infantry stands may contain attached "Stinger" SAM teams (MP).*

THE OBERGEIS BATTLEFIELD

**This map measures 4' x 6'.
Each hexagon equals 4" from
top to bottom.**



- = Buildings
- (light green) = Woods (Level 1)
- (dark green) = Woods (Level 2)
- (white) = Clear Terrain (Level 1)
- (yellow) = Clear Terrain (Level 2)
- (red) = Autobahn
- (red) = Other Road
- (blue) = Stream (Bruch)
- 396 = Numbered Hill

- Hill 396 = Auerhanskuppe
- Hill 410 = Dammberg
- Hill 442 = Reichsbühl
- Hill 481 = Stellerskuppe

Soviet Entry Zone