The Players receive Victory Points for

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Additional Scenarios for Mech War
by Phil Kosnett

The following are additional scenarios for the game MechWar '77. As a point of information for those of our readers not acquainted with the game, MechWar is a modern, tactical-level, armored warfare game (somewhat in the vein of Desert War, KampfPanzer, Panzer '44, PanzerBlitz, Panzer Leader, and Red Star/White Star). The scale is 200m/hex: six minutes per Game-Turn. The map is actual terrain from a section of West Germany.

24.0 ADDITIONAL SCENARIOS
24.1 HEDGEHOG DEFENSE
24.11 INITIAL FORCES

Soviet Player:
10(Inf), 10(BMP), 5(T55), 2(T62), 2(Spat), OBDA—4(OH).

West German Player:
3(122), 3(Mdr), 4(Lprtd), 1(JP90), 1(Cbra), 12(120).

24.12 DEPLOYMENT

The West German Player deploys first; he deploys within the square bordered from within by hexrows 2300, 0028, 4100, 0033. The Soviet Player's units enter anywhere, from any number of hexes, so long as all enter on Game-Turn One.

24.13 RULES OF ENGAGEMENT
1. The Soviet Player is the First Player.

24.14 PANIC LEVELS

West German: 20%.
Soviet: Initially 0%, rising by 10% for each Soviet destroyed unit, to a maximum of 50%.

24.15 GAME LENGTH

Twenty Game-Turns.

24.16 VICTORY CONDITIONS

The Players receive Victory Points for destroyed units. The West German Player receives 50% of a unit's Victory Point value for each West German unit exited off the west or south mapeges after Game-Turn Three.

24.17 PLAYERS' NOTES

The West German Player should try to destroy enough Soviet units to allow him to break out and head for the mapedge. The Soviet Player should slowly wear down the Germans, keeping them from the mapedge by surrounding the hedgehog.

24.18 HISTORICAL NOTES

While fighting goes one near Wurzburg, a German task force isolated during the Soviet advance has retreated from the border. Here Soviet reinforcements en route to Wurzburg take time off to reduce the task force, which constitutes a serious risk to Soviet logistics.

24.19 DEPLOYMENT

The Soviet Player deploys his units secretly on any hilltop or "upslope" hexes.

24.20 DEPLOYMENT

The U.S. Player receives 1(BMP) and 1(Inf) on the north mapedge. Beginning on Game-Turn Three and on every third Game-Turn thereafter, the Soviet Player receives 1(BMP) and 1(Inf) on the north mapedge.

U.S. Player:

At the start of each Movement Phase, the U.S. Player rolls the die. On the first Turn that a "1" or "2" is rolled, the U.S. Player receives 2(Int), 2(M113) and 3(Cmbt) on the north mapedge.

U.S. Player:

Beginning on Game-Turn Two, and on even numbered Turn thereafter, the Soviet Player receives 1(BMP) and 1(Inf) on the north mapedge.

24.21 INITIAL FORCES

Soviet Player:
3(122), 1(100a), 1(HQ), 2(Inf), 2(BTR60), 1(ZU3), 2(truck).

U.S. Player:

3(OH85), 4(AH1G), 6(UH1d), 6(Inf).

24.22 DEPLOYMENT

The Soviet Player deploys his units secretly on any hilltop or "upslope" hexes.

The U.S. Player's units enter the map from any one mapege on Game-Turn One. After the first U.S. Movement Phase, the location of all Soviet units not in Woods is revealed and the units placed on the map. Units in Woods remain hidden. Note that there are no Towns in "upslope" hexes. See Rules of Engagement.

24.23 REINFORCEMENTS

Soviet Player:
Beginning on Game-Turn Two, and on every even numbered Turn thereafter, the Soviet Player receives 1(T55) on the north mapedge. Beginning on Game-Turn Three and on every third Game-Turn thereafter, the Soviet Player receives 1(BMP) and 1(Inf) on the north mapedge.

U.S. Player:

At the start of each Movement Phase, the U.S. Player rolls the die. On the first Turn that a "1" or "2" is rolled, the U.S. Player receives 2(Int), 2(M113) and 3(Cmbt) on the south mapedge.

24.24 RULES OF ENGAGEMENT
1. The U.S. Player is the First Player.
2. Soviet units in Woods are not revealed until they move, fire or until a U.S. unit moves adjacent to them.

24.25 PANIC LEVELS

U.S.: 10%.

24.26 GAME LENGTH

Ten Game-Turns.

24.27 VICTORY CONDITIONS

The Players receive Victory Points for destroyed units in the usual manner. If the U.S. Player does not destroy at least two of the 122f and HQ units, he automatically loses.

24.28 PLAYERS' NOTES

The U.S. Player will be in trouble if he doesn't uncover the Soviet positions quickly.

If they are found, the Soviet's lack of mobility should help the U.S. to trap the guns and HQ.

24.29 HISTORICAL NOTES

With the NATO counter-offensive slowing down, recon units and air-mobile forces are released into the Soviet rear to disrupt communications and artillery support. Here units of the 3rd Mechanized Division strike an artillery battalion and signals HQ of the 39th Guards Motorized Rifle Division.

24.30 INITIAL FORCES

Soviet Player:
9(Inf), 6(BMP), 2(BTR60), 3(T55), 2(BRDM), 4(T62), 1(ZU3), 1(Spat), 1(SCP), OBFDA—3(6H).

U.S. Player:
8(Inf), 8(M113), 7(M60), 5(Cmbt), 2(M114), 4(M150), 3(M125), 1(M106), 1(AH g), 3(7H), 12(Multiple).

24.31 INITIAL FORCES

Soviet Player:
9(Inf), 6(BMP), 2(BTR60), 3(T55), 2(BRDM), 4(T62), 1(ZU3), 1(Spat), 1(SCP), OBFDA—3(6H).

U.S. Player:
8(Inf), 8(M113), 7(M60), 5(Cmbt), 2(M114), 4(M150), 3(M125), 1(M106), 1(AH g), 3(7H), 12(Multiple).

24.32 DEPLOYMENT

The Soviet forces deploy anywhere north of hexrow 0020 (exclusive).

24.33 RULES OF ENGAGEMENT
1. The U.S. Player is the First Player.
2. All units are deployed and moved face-down until spotted.
3. All artillery is Called. The Soviet Player may not use artillery on the first two Game-Turns.

24.34 PANIC LEVELS

Soviet: 20%.

U.S.: 0% initially, rising by 10% with each destroyed unit to a maximum of 20%.

24.35 GAME LENGTH

Twenty Game-Turns.

24.36 VICTORY CONDITIONS

The U.S. Player must clear all Soviet units out of Muhlhausen at any one point during the game.

The Soviet Player must have at least three undisrupted units in Zeuzleben or Ganheim at the game's end.

If neither Player achieves the above objective, the game is a tie. If both Players achieve the above conditions or avoid a loss, victory is decided on a Victory Point basis:

Both Players receive Victory Points in the usual manner for destroying Enemy units. The U.S. Player receives full Victory Point value for every U.S. unit exited off the north
The British units enter the map on the south of hexrow 0015 at the game's end.

2. Ignore all roads, railroads, rivers, towns and woods.

[24.64] PANIC LEVELS
Syrian: 40%.
Israeli: 10%.

[24.65] GAME LENGTH
Eight Game-Turns.

[24.66] VICTORY CONDITIONS
The Syrians must have tank units west of hexrow 4000 at the game's end. The Israelis must prevent this.

[24.67] PLAYERS' NOTES
There's a lot of luck in this scenario. The Israeli Player must carefully preserve his armor, while the Syrian Player must try to avoid battle and run west.

[24.68] HISTORICAL NOTES
In the first few days of the war, handfuls of Israeli tanks destroyed hundreds of Syrian tanks as the Syrians made sloppy "cavalry charges" against the Israelis' Golan Heights positions. This scenario is typical of the action.

[24.69] SYRIAN-ISRAELI TANK BATTLE, October 7, 1973

[24.61] INITIAL FORCE
Syrian Player: 9(T55), 9(T62), 3(Inf), 3(Bmp).
Israeli Player: 5(M48), 1(M125), 1(M113), 1(Inf).

[24.62] DEPLOYMENT
The Israelis deploy anywhere on the map.
The Syrians enter on the east edge on Game-Turn One.

[24.63] RULES OF ENGAGEMENT
1. The Syrian Player is the First Player.