SCENARIOS FOR MODERN GAMES

by Phil Kosnett

Phil Kosnett, the scenario machine, has once again cranked out a new batch of situations to serve the seemingly endless demand for this sort of material. Be advised that many of these situations have not been truly tested for balance and playability, so proceed at your own risk.

In March of 1975, the phony 'peace' in Vietnam came to an end as the forces of the North Vietnamese Army and the Viet Cong struck, turning away the feeble attempts of the Army of the Republic of Vietnam to set up a defense around the populous coastal cities and the rice fields of the Mekong Delta. By May, the Republic of Vietnam had surrendered and the Revolutionary Government of Vietnam had set up shop in Ho Chi Minh City. The 1975 offensive was over, along with the longest, most useless war in modern history.

YEAR OF THE RAT: THE 1975 OFFENSIVE

Communist Initial Forces:
3(6-6), 9(5-6), 4(4-6), 7(2-1-6), 6(Dummy), 12(Supply).
ARVN Initial Forces:
1(3-6), 6(2-6), 11(2-6), 7(Air).

Communists control Khe Sanh and Dakto, as well as all Rough terrain in Quang Tri and Quang Nam sectors, all Rough in Central Highlands west of the Ban Methuot-Kontum road, the six Clear hexes in northwest Darlac-southwest Highlands, the seven Rough hexes in northwest Darlac, the Rough hex adjacent to Tay Ninh, and all Swamp hexes. Laos and Cambodia are Communist-controlled, but only Supply units may set up there. Six of the seven 2-1-6's set up in Delta, one anywhere in Central Coast.

Arvn controls everything else. ARVN sets up first; at least four divisions must start in Quang Tri and two in Central Highlands. Communist Player moves first with two Turns of automatic supply. Game lasts eight Game-Turns, with no reinforcements.

Victory Conditions: If ARVN holds Saigon and Vung Tau, along with four Points of other cities, they win. If the Communists hold all cities, they win. Any other result is a draw. In case of draw, the Republic of Vietnam lives another few weeks. The outcome is predetermined; the Communists cannot lose. Even an ARVN 'victory' is meaningless without food and U.S. support.

At the same time South Vietnam was crumbling, the adjacent Khmer Republic was dying. Unsuccessful offensive actions earlier in the year had left the Cambodian government army too weak to survive. A handful of troops were forced to participate in a Perimeter Defense of Phnom-Penh. The Khmer Rouge walked right over them, into a city they rendered lifeless.

SEARCH & DESTROY: DEFENSE OF PHNOM-PENH
Khmer Rouge infantry attempts to infiltrate past disorganized defenses into the capital of Phnom-Penh.

Government Forces:
12 Infantry squads (Strength 1), 1 Company Commander, 2 APC's.

Khmer Rouge Forces:
2 Cadres, 12 Militia Squads, 1 RPG-7, 12 Dummies.

Deployment: Government Forces set up anywhere northwest of the river stretching from hexes 0117 to 3201, and move second.

Khmer Rouge set up anywhere east of the river stretching from hexes 3201 to 2134, and move first.

Victory Conditions: Khmer Player decides (in writing) before the game starts to either: (1) Exit six units between hexes 0109 and 2201 (inclusive); or (2) Inflict 30 casualties without suffering more than 20 casualties. Choice is revealed at the end of the game.

Game Length: 10 Game-Turns.

Only days after the Khmer Rouge more or less officially took power, the new government's sailors kidnapped the 39-man crew of the S.S. Mayaguez, an American freighter in disputed waters. U.S. Marines invaded Koh Tang Island in the belief (incorrect, as it turned out) that the crew was being held there. The island's defenders fought back viciously.

SEARCH & DESTROY: KOH TANG
U.S. Marines attempt to form a perimeter and to search for kidnapped civilians.

U.S. Forces:
2 Companies.

Khmer Rouge Forces:
2 Mixed Companies, 15 Dummies.

Deployment: U.S. Forces heldrop anywhere in southwest quarter of mapsheet, and move first.

Khmer Rouge Forces set up in any forest or building hex.


Special Rules: Ignore the presence of rivers. Treat all Clear hexes as Broken.

Game Length: 15 Game-Turns.

Not long after the Mayaguez Incident, the islands of the Gulf of Siam again became a battleground, as Khmer Rouge troops battled RGV and NVA soldiers over possible petroleum deposits. The Communist Vietnamese were assisted by former South Vietnamese Air Force pilots flying U.S.-built aircraft.

SEARCH & DESTROY: KHMEROUGE/RGV

Once the Communist revolutionaries defeated the governments of their countries, they took to fighting between themselves over some pieces of rock offshore.

Vietnamese Forces:
1 NVA Company, 1 VC Company, 1 Forward Observer.

Khmer Rouge Forces:
1 Mixed Company, 10 Dummies.

Deployment: Vietnamese Forces enter on east edge on Turn One, and move first.

Khmer Rouge forces set up anywhere west of the 3700 hexrow.

Additional Vietnamese Firepower:
2 airstrikes.

Victory Conditions: Standard.

Special Rules: Ignore the presence of rivers. Treat all Clear hexes as Broken.

Game Length: 15 Game-Turns.

After the dual victories in Southeast Asia, the East Bloc seemed to become anxious for more victories, more territory. While the United States was concerned with the peace negotiations in the Mideast and the Helsinki Conference, the Red Army quietly prepared for war. On April 4, 1977, the first Soviet tanks crashed over the Western German border.

At first, the Soviets found they were up against stiffer resistance than they had planned on. The British and Dutch launched a counter-attack north of Bremen, which pocketed four Soviet divisions and allowed the remnants of the Hamburg Territories to escape behind the Weser. The Danes held well on the Kiel Canal until the fall of Copenhagen forced a surrender. The ferocious German defense of the Weser line cost the Soviets and Poles 60,000 men in only one week. Nevertheless, the NATO forces in...
the south were in danger of being cut off. While the French set up a screen in front of the Rhine, the U.S. 1 Corps struck at Wurzburg, in a bid to pocket ten Soviet divisions and take the strategic initiative. Success could force the Soviets to negotiate, failure could leave the Rhine Line open. The Wurzburg Counteroffensive is the only chance left to save Germany.

NATO:

WURZBURG COUNTEROFFENSIVE

Warss Pact Order of Battle: 205(5-2-6), 104(2-5-6), 12(4-3-6), 40(3-3-6), 120(1-2), 1(2-2-2). PO: 1(4-2-6), 3(0-3-6). CZ: 2(3-3-6).


FR: 3(5-5-8), 5(3-3-8), 3(1-1-2), GE: 7(6-6-8), 1(5-5-8), 8(1-1-2), IT: 3(1-2-8). Plus: all (0-1-3) and territorials for friendly territory.

The 'Pact holds all territory east of the Weser, except Bremen; it holds all territory east of the Danube except Nuremberg. The 'Pact central salient includes hexes 1922, -3 and -4; 2032, -3, -4 and -5; 2135, 2235 and -4; 2334, 2434 and 2535. The central salient may include only six tank and six infantry divisions. Other troops set up no more than two hexes from Weser or Danube; the only exception is a 2-2-2, which starts in Hamburg.

NATO holds all other territory. All U.S. units must set up within three hexes of 'Pact central salient. Other units set up anywhere. [Divisions may be broken down to brigades at start.] Scenario starts with NATO Player-Turn. Nuclear rules are optional, but not suggested. Scenario lasts eight Game-Turns, with only reinforcements I(0-1-2) for 'Pact each Turn.

Victory Conditions: NATO must hold 18 city hexes in Germany, while losing fewer than 30 Strength Points to win. The Warsaw Pact must hold all captured cities, take 13 more city hexes, destroy at least 45 NATO Strength Points, and have at least 15 tank divisions and 10 supply units remaining at the end of the scenario.

The Wurzburg counterstrike failed. While the Soviets took heavy losses in tanks and men, the Americans were not able to break through decisively. In addition, the Italians strongly supported the attack from the west. The effective destruction of these twenty divisions allowed the revitalized NATO Army to spring forward, pocketing another fifteen divisions. What was left of the Pact forces, unsupplied, in danger of encirclement, fell back towards East Germany, suffering enormous casualties as they were flanked again and again. Forces from Turkey [which had fallen quickly], North Norway, and the Chinese front [where they had been skirmishing] were rushed to the Polish border to form a last ditch defense. The Premier threatened the use of strategic nuclear weapons if the NATO troops advanced into Poland. The President of the United States and other chief executives hastily agreed. NATO troops occupied East Germany, Czechoslovakia, Hungary and stopped. The Pact left Denmark and Norway, but did not budg from its positions in Finland, Greece and Turkey.

While the Double Lightning War raged, conflicts raged around the world. The most directly related was the Siege of Berlin. Though the city fell soon, eight days after the initial attacks in early April, the French Brigade's defense was a primary reason why France decided to participate fully in the DoubleBlitz.

SNIPER!!: SIEGE OF BERLIN

East Germans: 9 AR, 1 MG; Panic Level 3; Preservation Level 15; Block Clearing, add 1 tank; Ambush, no scenario.

French: 6 AR, 1 MP; Panic Level 3; Preservation Level 15; Block Clearing, add 2 anti-tank; Ambush, no scenario.

West Germans: 9 AR, 1 MG; Panic Level 1; Preservation Level 25; Block Clearing, add 4 anti-tank; Ambush, no scenario.

U.S.: 7 AR, 1 MG; Panic Level 1; Preservation Level 20; Block Clearing, add 4 anti-tank; Ambush, no scenario.

Special Rules: Tank has no hull machine gun. AT weapon men allowed one reload each. Optional: all buildings have three additional stories.

A minor revolt by East German troops in early May was easily crushed, but the diversion was mildly distressing to Soviet command, as the revolting division stood astride the main Moscow-Berlin railway. The German Revolt threatened to spread and cut the field armies off from the USSR.

MECH WAR 77: THE GERMAN REVOLT

INITIAL FORCES:

Soviet Player:

6(T62), 6(Inf), 4(Bmp), 2(BTR60), 4(Scp), 1(120m), 1(122).

East German Player:

9(Inf), 2(T55), 1(100a), 2(Inf), 1(truck).

Deployment: The German Player deploys first, in either Esseleben, Walgolshausen, or the wooded hill between them. The Soviet Player deploys in Werneck and Zeuzleben.
**Rules of Engagement:**
1. The Soviet Player is the First Player.
2. Neither Player's units may exit the map.

**PANIC LEVELS:**
- **Soviet Player:** 0% initially, rising by 10% for each unit destroyed to a maximum of 50%.
- **German Player:** 20%.

**Game Length:** 10 Game-Turns.

**Victory Conditions:**
1. If, at game's end, there are any German units adjacent to the Main RR Line, Germans win.
2. If above does not apply, Soviets must destroy ten units without losing more than eight to win.
3. If Soviets lose more than eight units or destroy less than ten, Germans win.

**Germans win.**

**Victory Conditions:**
1. The Bulgarian Player is the First Player.
2. US/UK units may exit the map in the southeast corner, behind RR, Bulgarians win. US/UK must avoid Bulgarian victory conditions.

**Deployment:**
- US/UK forces deploy in southeast, behind Main RR Line. Bulgarian forces deploy in Esselben, Zeuleben and Werneck.

**Rules of Engagement:**
1. The Bulgarian Player is the First Player.
2. US/UK units may exit the map in the southeast corner, behind the RR.
3. Bulgarian units may exit the map anywhere.

**PANIC LEVELS**
- **Bulgarian Player:** 20%.
- **US/UK Player:** 0% (of course).

**Game Length:** 8 Game-Turns.

**Victory Conditions:**
If eight Bulgarian units exit the map in SE corner, behind RR, Bulgarians win. US/UK must avoid Bulgarian victory conditions.

**At the start of the war, several large Soviet submarines disgorged troops on the U.S. West Coast, more as a shock to the civilians than as a serious invasion attempt. Some foolishly landed at Camp Pendleton [nuff said]. Others were a bit luckier, such as the detachment that landed opposite Los Angeles. The only troops initially available to oppose the landing were a handful of National Guard infantry and several old tanks hastily requisitioned from Hollywood movie lots.**

**TANK! LOS ANGELES**
Play this as a standard Attack on a Defended Position. Bravo (Soviet) Player may not use AT ditches. Bravo must use Infantry Intensive OB. There is no artillery or airpower. Extend the scenario an extra six Game-Turns.

**Alpha (US) OB:**
- 4(Sherman 76), 4(T34/85),
- 4(PzkwFw), 4(Stuart), 4(M26), 12(Inf), 12(M113).

**Bravo (Soviet) OB:**
- 12(Inf) with 9(RPG-7),
- 4(Snapper).

**Terrain Mode:** Open.

**Though Asia and the Middle East was quietly awaiting resolution of the Double Lightning War, skirmishing on the Korean front threatened U.S. involvement. However, the Immun Gun Incursion was blocked by the ROK before the U.S. became directly involved.**

**MECH WAR '77:**

**IMMUN GUN INCURSION**

**INITIAL FORCES**
- **North Korean (Immun Gun) Player:**
  - 9(Chinese Inf), 9(Chinese T55), OFBDA—4(7H).
- **South Korean (ROK) Player:**
  - 6(US Inf), 1(M48), 6(Improved Positions),
  - 10(Defensive Mined Hexes), OFBDA—2(7H).

**Deployment:**
- ROK's forces deploy on any hill of the ROK Player's choice. NK units deploy at least three hexes away, adjacent to at least one other NK unit (i.e., in a continuous line).

**Reinforcements:** Whenever a NK Inf is destroyed, it reappears six hexes away from the hill, on the side the NK set up on.

**On Turn Four,** 3(M48), 6(Inf), 6(M113) enter on south map edge.

**GreeK Invasion**

**INITIAL FORCE**
- **Alpha (US) OB:**
  - 3(T62), 3(Inf), 3(Bmp), 1(Scp), 4(T55), 3(Inf), 3(Btr60).

**Deployment:**
- Germans enter on north map edge on Turn One. Soviet Force A enters on north edge on Turn Four. Soviet Force B enters on west edge on Turn 2, 3, 4, 5, 6 or 7.

**Alpha (US) OB:**
- 4(Sherman 76), 4(T34/85),
- 4(PzkwFw), 4(Stuart), 4(M26), 12(Inf), 12(M113).

**Bravo (Soviet) OB:**
- 12(Inf) with 9(RPG-7),
- 4(Snapper).

**Terrain Mode:** Open.

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- **North Korean (Immun Gun) Player:**
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- ROK's forces deploy on any hill of the ROK Player's choice. NK units deploy at least three hexes away, adjacent to at least one other NK unit (i.e., in a continuous line).

**Reinforcements:** Whenever a NK Inf is destroyed, it reappears six hexes away from the hill, on the side the NK set up on.

**On Turn Four,** 3(M48), 6(Inf), 6(M113) enter on south map edge.

**Rules of Engagement:**
1. The NK Player is the First Player.
2. Neither Player's units may move off the map.**

**Germans win.**

**Victory Conditions:**
If, at the end of the game, there are no ROK units and one or more NK units on the hill, NK wins. Otherwise, ROK wins.

**FOXBAT & PHANTOM:**

**REARAREA AIRSPACE**
NATO has 1 Bomber flying north in hex 3317, and four F-15's anywhere. Altitude for all is 8, speed 5. Four Soviet Mig-25's (no inexperienced pilots) enter in east at Altitude 19, speed 19. Game ends either when Bomber is downed (Soviet victory), Bomber exits map on west edge, or all MiG-25's are downed.

**Another, much simpler target was the American Secretary of State. On April 4, he was touring the Mideast. Planes from Bulgaria were sent up to Get Kissinger. The Israeli escort (not expecting to do battle) reacted instinctively, allowing 'Air Force 3' to escape.**

**FOXBAT & PHANTOM:**

**GET KISSINGER**
Identical to scenario above, except escort is 2 F-4's and attack force is 3 Mig-21's. Attack force includes 1 inexperienced pilot, and enters RIM A (die roll 5).