

# Tactical Combat Series: Modern Expansion

# Force Eagle's War

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**The Gamers**

## Tactical Combat Series, Modern Expansion Game #1

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## Introduction

Force Eagle's War is the first game in the TCS's Modern Expansion. It features a hypothetical two day conflict between Soviet and US heavy forces on the West Bank of the Jordan in the mid-1990's. The area portrayed on the two maps is the west side of a funnel shaped valley that extends south of the Israeli city of Afula on the road south to Jerusalem. Why this "action" was selected is discussed in the Designer's Notes later in this rulebook. It is hoped that the battle portrayed will bring out all of the novelties of modern combat, allowing players a better concept of the fierce nature of modern mechanized operations.

## Terrain and Map Notes

1. **Woods hexes** are those with even a small amount of green in them. The natural spread of hedges into adjacent hexes does not cause those hexes to be considered woods. There are no forest hexes on these maps.

2. **Building hexes** are those with one or more black building symbols. Red building symbols denote city/village hexes.

3. **Map Edge Hexes** with half or more of the hex printed are playable. Tiny hex slivers are not. Units forced off the map edge (with the exception of the Holding Boxes, see below) are destroyed.

4. **Wadis** are impassible to all vehicle units except when aided by an AVLB bridge marker or bridge symbol. Exception: the Ranger recon platoon may cross this feature while on motorcycles at a +5 MP cost. Wadis cost infantry and other foot mobile units +1 MP to cross. Wadis are completely impassible to all units on turns when there is "heavy rain" weather (they may then still be bridged).

5. **Cliff hexsides** are marked with a red cliff symbol. These hexsides are impassible to all units except certain Ranger units. Any unit forced to move over them that is not a Ranger foot unit is destroyed. See the US Ranger special rules for more details about Ranger units and cliff hexsides.

6. **The Turn Record** is provided to keep track of the current game turn and game day. One marker is placed in each track to record the current turn. The turn marker is advanced one space at the end of each Clean Up Phase. The day marker is advanced to the next box at the end of the 2400 turn. Night turns are those with a blue border, and in those turns the night rules are in effect. All other turns are considered day turns.

**7. Entry Hexes and Areas** are marked on the map and coded with a number for the arrival of reinforcements. Arriving reinforcements are allowed to enter the map via any of the marked hexes or half-hexes of the appropriate area. Should the assigned entry area be blocked by enemy units, the reinforcements enter via the next available unblocked map edge hex adjacent to the correct entry area.

**8. The Map Numbering System** is used to identify individual hexes on either game map. The two maps are designated A and B, with A being the north map and B being the south map. The digit(s) before the decimal indicate the number of the hexrow running from east to west, counting from north to south. For instance, 1.xx is the very first hexrow on the north edge of each map sheet. The digits after the decimal indicate the number of the hex itself counting from west to east from the left side of the map (oriented with north "up"). xx.01, therefore, is the first complete hex along the west edge of each map's hexrows. Not every hex is numbered. Each fifth hex (xx.05, xx.10, xx.15) is creating gridlines to follow. For instance, to find hex A29.17, follow the gridline for xx.15 on map A until you find the 29th hexrow, the count eastward two hexes. Other examples on the game map are: B3.16 is the Irgun Daror, A13.20 is the border station, and Hill 116 is B40.13.

**9. Improved Positions** are locations on the map which the Soviet Assistance Group had fortified prior to the war's beginning. Any unit of any type or side (except helicopters) may take advantage of these positions, **if in fire mode** in the hex, and incoming fires enter only through marked improved position hexsides. These positions are negated only by direct fires that enter from unmarked hexsides (therefore, a combat which includes fire across the hexside and also fire which is not across the hexside, the modifier would not be used.) Indirect fires never negate the modifier. The benefit is marked on the map and is applied as a dice modifier in addition to any others that may be applicable. This same modifier is applied to the Point Fire, ATGM, and Area Fire Tables (it has no effect on AT Rolls, Artillery and Mortars vs Point Target or Morale/SYR tables). Units are free to be dug in in these hexes, the effects of which are cumulative.

## AMERICAN SPECIAL RULES

### 1.0 Ranger Special Rules

The Ranger Battalion is an elite force, and one with much special training and capabilities. Some of them are shown in the following special rules:

#### 1.1 Airborne Operations

On turns that are Clear, overcast, fog or mist, all or some of the Rangers may, if within the US Forces Holding Box, make an airborne landing anywhere on the game map. Parts of the Ranger Battalion that are present on the game map, other US, and all Soviet units may not do so. This landing must be included on an implemented op sheet to which those rangers who are to execute it are assigned. This op sheet must be of an "attack" type. Airborne operations may be made day or night.

**1.1a Airborne Landing Procedure.** On the turn that the landing is to occur, as the very last part of the US Action Phase, do the following: Identify the drop zone hex (one must be recorded on the op sheet for each aircraft involved). Any enemy units within range of their AA ratings may roll for AA attacks against each transport aircraft involved. If a transport is destroyed, all units in it are also destroyed. Once these attacks are finished, roll two dice for each landing unit (counter). The first die is direction, the second distance from the DZ hex, exclusive. Place the unit in the resulting hex. After all units are placed, destroy any that have landed on any enemy unit (enemy units of any kind or status). If the Hmww's are air dropped, they are destroyed on a 1-2 roll (one die.) Once all such losses are taken the air drop is over. Air dropping does not trigger overwatch fires. Air dropped units are dropped in (into?) move mode. Units have no remaining movement points when they are air dropped and may not conduct movement or voluntary SYR's in the Phase they are dropped.

**1.1b** The US player has 9x C-141 and 3x C-5a aircraft available at start. The use of these aircraft is **not** subject to the US Airpower rule (4.0 below.) Each aircraft may be used as many times as the player desires, subject to possible destruction above. Each aircraft may only be used to air drop ranger units. These aircraft may only load ranger units that are currently in the US Forces Holding Box off the game map. Aircraft may make one and only one round trip from the holding box to the map and back again in a single turn.

**1.1c** Each aircraft must be designated a drop zone hex to use for each air drop mission. This hex may not be later changed without the introduction of a new implemented op sheet.

**1.1d** The aircraft load assigned to each aircraft is called a "stick." Once assigned to a particular aircraft, the stick cannot be changed with the following exception. Should one or more aircraft become unavailable for a particular mission by destruction before the mission occurs, the player may reorganize his sticks to take advantage of those aircraft which are still available. Stick assignment is made when the op sheet is drawn up. Mechanically, it is simply done by placing in a pile those units which belong to a particular aircraft. Should a Soviet airstrike destroy the transport aircraft, there is no effect on units that are in a stick pile for that aircraft.

The maximum possible stick load for each aircraft type is:

C-141: 25 steps (no Hmww)

C-5a: 34 steps (no Hmww); or 20 steps (one Hmww); or 10 steps (two Hmww's); or no steps (three Hmww's)

**1.1e** Ranger units may drop as many times as desired under the following conditions. A ranger unit may only load the aircraft from which to jump in the US Force Holding Box. Units on the game map may move to the Holding box by vehicle, foot or helicopter. Helicopter jumps, while possible in real life, are not allowed during the game. A ranger unit may not load an aircraft for a jump unless it has been in the Holding Box for at least 6 hours of game time. All units have been in the Holding Box for more than 6 hours at the start of the game or any scenario.

**1.1f Cancellation Procedures.** At some time a player may decide to cancel or postpone a given airdrop which is already plotted on an op sheet.

Cancellation or other "complete" rescheduling can only occur by the replacement or "trashing" of the op sheet (by another implemented op sheet or the die roll in TCS 6.9.) An airborne mission can only be cancelled as a whole, parts of it (certain aircraft, DZ's, etc. cannot be changed by themselves. Airborne missions may be postponed without special problems or rules until "the weather clears." This last may only be used to delay a airborne mission if the weather at the assigned drop turn prohibits flight. The mission must "go" on the first available turn of good weather.

### 1.2 Mountain Skills

Ranger foot units (all, that is, except for the Hmww's) are able to cross cliff hexsides in either direction. This movement costs their entire movement for the turn. They may not do this as the result of an SYR, etc. If forced to cross a cliff hexside because of an SYR, they are destroyed. The procedure is as follows: the ranger unit must start its Action Phase adjacent to the cliff hexside. The unit then expends its entire movement allowance to traverse to the hex across the hexside, thus ending its movement for the turn.

### 1.3 Hooah!

Rangers have an incredible amount of "intestinal fortitude" and self-discipline to carry on when things seem hopeless. To recreate this spirit, the US player may, at any time in the game when the rangers are in play, call out "Hooah!" which gives the rangers two bonuses. First, all ranger company morales are at that point reduced to zero (afterwards, ranger company morales function normally), and second, all ranger morale checks for the rest of the game are modified by an additional -3. The US player may only do this once in the game and it has no effect on any unit other than the rangers.

### 1.4 The AT Section

The Ranger AT section consists of one or two 90mm Recoilless Rifles. These weapons, respectable in the AT role, are also very powerful in the area fire mode. Unlike AT Guns, the Ranger AT sections fire at x2 for their entire range on the Area Fire Table. The 90mm fires a deadly flachette round.

### 1.5 Ambushes

Due to their specialized training, when the optional TCS ambush rule (20.0) is being used, the Rangers may place out as many ambush hexes as desired on any given op sheet. This is an exception to rule 20.1d TCS.

### 2.0 AVLB Bridging Vehicle

The AVLB is an M60 chassis with a bridge layer attached. This vehicle carries an extra "bridge" counter with it on the map. It may lay its bridge on any wadi hexside and create a bridge at that point to cross. To lay or pick up its bridge costs the AVLB unit 1/2 of its movement allowance. It may pick up the bridge from any adjacent hex. The bridge may only be placed on a wadi hexside, and must be placed unambiguously between only two hexes. Crossing this bridge, once laid, costs no extra movement points. If the AVLB vehicle is destroyed while carrying the bridge marker, the marker is destroyed. If the bridge is already laid when the

AVLB is destroyed, it remains in place for the rest of the game. The bridge marker may not be destroyed other than the above. The AVLB cannot be used to cross minefields..

## 3.0 Use of Chemical Rounds

The US player has a number of battery fires of chemical munitions he may use, but he may not be the first to use them. The Soviet player (with possible exceptions created by a variant that may be used), only, may be the first to use chemical weapons. After the first use, either side may use them. Each scenario lists if chem weapons have, at that point, been used.

## 4.0 US Airpower

Due to the unauthorized nature of this conflict, US airpower may or may not become active in the game. On the first turn the US player should roll two dice. If the result is 8 or more, US airpower can be used. 7 or less prohibits its use. The US player may repeat this dice roll every sixth hour (starting with a second roll on the 0600 turn 3 July) until he is successful. While US airpower is not involved, no airpower roll calling for US air sorties is to be made nor may air points be accumulated.

## 5.0 The US Holding Box

The US Holding box is available to the US player to keep units off map until needed and as a take-off point for ranger airborne missions. Any number of units may be in the Holding Box at one time and no combat ever occurs in the holding box. Units in the Holding Box may never conduct combat onto the map, or vice versa. Soviet units may never enter the US Holding Box.

**5.0a** The US Holding Box is entered by moving off the north map edge of Map A via entry area 1. Upon exiting the map in those hexes, a unit is automatically considered to be in the Holding Box. Helicopters may fly themselves into the Holding Box, but may never exit and reenter the map on the same turn.

**5.0b** Units may exit the Holding Box and appear along the north edge of Map A in entry area 1 during any turn they desire (subject to their op sheet status.) This entry costs no extra movement points, units begin counting from the entry area hexes like any reinforcement.

**5.0c** US Helicopter units must exit to the Holding Box for recovery by the time their station time on the map expires.

## 6.0 Special US Units

**6.0a Scout Platoon Minerollers.** The Scout Platoon of Force Eagle has Bradleys with mine rollers affixed. These Bradleys may drive through any minefield marker creating an automatic breach in the direction they cross in. No attack is made by the mines against the Bradley doing mineroiling. Only one breach may be made in a given mined hex, and the breach must cross the hex from one hex side to the one directly opposite. If the minefield happens to be a dummy, remove it normally. Minerollers may "roll" any number of minefield hexes as they can based only on their movement allowance. Overwatch fires vs rolling minerollers are modified for being within a minefield.

**6.0b Hmwwv's.** There are several Hmwwv's in the game (pronounced "Hum-Vee").

These vehicles are basically high mobility trucks. They have a number of special capabilities: Hmwwv's treat any ground condition as good. Hmwwv's completely ignore slow go terrain (no extra movement costs and no die roll). Hmwwv's that are not loaded with TOW's may carry up to two steps. Hmwwv's with TOW's may not have passengers. All Hmwwv's may tow one item.

**6.0c Thermal Sights.** Only the following vehicles are considered to have thermal sights in the basic game (i.e. that without variants): M1A1's, M2/M3's, AH64's, and ITV's. No other US units, and no Soviet units have thermal sights.

**6.0d 107mm Mortars and Carriers.** Unlike other mortar units, Eagle's mortars are deployed as individual mortar and vehicle carriers. Each is a one step unit, and moves like all other vehicles. They do, however, have special firing rules to follow. Each mortar vehicle may fire independently of the others. To create a smoke marker, no fewer than two mortar vehicles must fire upon the same hex. Mortar vehicles do not have morale effects. When using the 120mm Mortar variant this rule is still in force for that mortar platoon.

**6.0e Hellfire Bradleys.** (Optional) Plans now point toward mounting the "fire and forget" Hellfire missile in the place of the TOW2 on the Bradley. This missile and the TOW2a are given as optional variants, but may very well be "standard equipment" by the time period of Force Eagle.

## 7.0 FAADS (Optional)

At the point of this writing, the US Army is attempting to field FAADS (Forward Area Air Defense System.) FAADS is the replacement for the ill-fated Sgt. York gun system. Whether this system will perform as advertised or be in service soon enough to be deployed with Task Force Eagle is anybody's guess. Personally, my experience has been that these things never quite work as planned and are usually fielded years later than first thought. At any rate, parts of the system are available here for experimentation.

## 7.1 FAADS Units and Abilities

The FAADS system incorporates a number of vehicles, weapons and radars, of which only a few would be on the map and directly affect game play. Only those have been included. These and their characteristics are listed below.

**7.1a ADATS.** ADATS (Air Defense/antitank System) is a set of eight missiles mounted with its launcher on a Bradley chassis. There are two ADATS included as optional vehicles. Those included are given the 25mm turret of the Bradley (minus TOW's). The missiles can engage either ground or air targets. They may fire as AA fire and/or regular fire in a given turn. While the ADATS is in Dual Mode, only the 25mm gun may fire and ADATS then has no special AA Rating (except for 7.1c below). The ADATS missile is considered to be a Fire and Forget type.

**7.1b FOG-M.** FOG-M (Fiber Optic Guided Missile) is an MLRS chassis adapted to this special missile. One of these is provided in the game. The FOG-M's missile fires vertically and is guided by a controller in the vehicle who has a television image from the nose of the missile (much like a number of "smart" bombs.) FOG-M doesn't require an LOS to its target (which may be aircraft, helicopter or vehicle). It has 12 rounds (which

should be recorded) to fire. It may fire any number of rounds during a turn but no more than one at a time. It has a constant vehicle kill roll number of 5, and AA rating of 8, regardless of range. The vehicle dice roll is modified in all the same ways as a regular point fire (except for firer hex smoke, which is ignored.) No LOS is required. No other spotting unit is required nor is it required to have an LOS to an overwatch trigger it wishes to use. This round may not be used against area targets. FOG-M's missiles are considered fire and forget and are never subject to night fire modifiers of any sort.

**7.1c Bradley Reticle Sights.** The Bradley (M2/M3) is being fitted with a reticle enhancement that will allow it to lead properly and fire at aircraft and helicopters. To use this special mode of AA fire, the Bradley must have a clear LOS to the target which cannot be further than 15 hexes in range.

**7.1d Anti-Helicopter Tank Round.** The M1A1 is being outfitted with a tank round capable of destroying helicopters. How this round finds its target or is aimed is unknown to me. In the game, when an M1A1 has a clear LOS to a helicopter, it may use a special AA rating to fire at it with a range equal to the tank's main gun. This round has no other effects.

**7.1e ATAS.** ATAS (Air-to-Air Stinger) is a Stinger missile which has been converted to an air to air mode. ATAS is to be mounted on AH-64's (one per helicopter.) Like FOG-M, ATAS should be kept track of in terms of ammunition used. It functions like the Stinger teams already in the game, except that it may be fired from flying helicopters.

## 8.0 US Artillery And Guns Available

The US player has the following batteries, with the following guns, available for his use:

*Battery Guns*  
A/151 FA 8x 155mm  
B/151 FA 6x 105mm  
C/151 FA 9x MLRS

Called fire delay is zero or none for all scenarios.

## 9.0 Counterbattery Assets and EW Available

The US player has 5 CB asset and 2 EW asset points available in all game scenarios and versions.

# SOVIET SPECIAL RULES

## 1.0 The Palestinians

The Palestinian Border command is the only Palestinian force in the game. These troops are not regular army in any way, but are police border guards instead (and not very good ones at that.) Needless to say they are less than enthusiastic about entering the cyclone raging about them.

**1.0a** The Palestinian units may never move further than 10 hexes away from the border station hex. If they ever leave this zone (for any reason), they are destroyed.

**1.0b** Each turn, including the game's first, the Palestinian company morale is automatically increased by one during the Clean Up Phase (regardless as to whether it increased for any other reason during the turn.) Their company morale is never reduced.

**1.0c** The Palestinians may never dig in or be considered dug in, nor may they ever take advantage of improved positions.

**1.0d** Palestinian units may never: breach minefields, lay mines, conduct AT rolls or observe for artillery or mortar fires. (They aren't troops, nor are they trained or equipped as such.)

## 2.0 Soviet Off Map Deployment

In many scenarios, the Soviet player begins with a large portion of his forces off map. These troops are held in the Soviet Holding Box.

**2.0a** No combat ever occurs in the Soviet Holding Box and no US unit may ever enter this box.

**2.0b** Soviet units may exit the map at either entry area 2 or 3 to enter the Soviet Holding Box. Units may exit the Holding Box and enter the map via entry area 2 or 3 at no extra movement cost and beginning paying normal movement points from the entry hexes as do reinforcements. No unit may ever enter and exit the Holding Box in the same game turn.

**2.0c** Soviet Helicopter units must exit to the Holding Box to recover by the time their station time expires.

**2.0d** Soviet units may exit via entry area 4 to exit the game to the south (Soviet Victory conditions, etc.) If a unit is doing so, the Soviet player must alert the US player to the fact and remove the units from the game. They may not thereafter reappear. Units that enter the map from the Holding Box may not exit the map via entry area 4 in the same turn.

## 3.0 Improved Positions

The Soviet Assistance Group wisely dug in improved positions at a number of key points in its zone of operations. The effects of these were listed earlier in the Terrain and Map Notes. The Soviet player is never required to occupy these hexes as they were all recorded by Task Force Eagle before the start of operations and were easy to assign as TRP's.

## 4.0 Chemical Munitions

The Soviet player is free to use the chemical rounds he has at any time during play, but he is reminded that the first time he does so will free the US player to use his chemical rounds. The US player may not, except as a variant, be the first to use chemical rounds.

## 5.0 Soviet Artillery Notes and Batteries Available

The Soviet artillery batteries are all 122mm. They are treated as 155mm in effect on the Area Fire Table. Called fire delay is zero or none for all scenarios.

Battery	Guns
A/Supp't Grp	6x 122mm
B/Supp't Grp	6x 122mm

Battery List Con'd	Guns
Battery	6x 122mm
C/Supp't Grp	6x 122mm
D/Supp't Grp	6x 122mm
E/Supp't Grp	6x 122mm
F/Supp't Grp	6x 122mm
G/Supp't Grp	6x 122mm

## 6.0 Soviet Counterbattery and EW Assets Available

The Soviet player has 3 CB points and 1 EW point available in all game scenarios and versions.

## GENERAL SPECIAL RULES

### 1.0 Company and Battalion Assigned Vehicles

Both sides have vehicles which are assigned directly to company or higher commands. These vehicles may be assigned as desired and are counted like AT Guns (TCS Rules 6.6d) for purposes of size modifiers.

### 2.0 Weather

Each hour turn, during the Command Planning Phase, one player rolls one die and compares the result to the Weather Table on the game map. The effects of weather are given below.

Type	Max Visibility	Notes on Aircraft and Helicopters
Fog	5	Sorties and Helicopters may not function
Mist	12	No Effect
Clear	75	No Effect
Light Rain	5	No Effect
Heavy Rain	2	Sorties and Helicopters may not function
Blowing Dust	3	Sorties and Helicopters may not function
High Winds	25	Helicopters and air drops may not function/occur (Sorties are allowed.)

On turns in which sorties and helicopters may not function, the following is true: Sorties may not affect the map; helicopters on the map are grounded and may not move or fire (their station time clock is still running); transport aircraft may not enter the map and no airborne drop may occur. Should helicopters be "trapped" on the map by bad weather when their station time runs out, they are automatically removed to their Holding Box at that time.

Heavy Rain conditions cause wadis to be impassible to all units (except at bridges). Normally, wadis are only impassible to vehicles.

For scenarios using the Bloody 110 maps and weather, the following prohibit sortie and helicopter functions (others do not): Snow, Rain, and Heavy Fog.

### 3.0 Trafficability

In general, trafficability in all scenarios is good. The one exception is turns in which the weather is heavy rain, in which case it is poor.

## 4.0 AA Ratings

The AA ratings of all units on both sides is given below.

### Infantry, MG, AG Units

11, range up to normal (inclusive). Must be within LOS and Visibility.

### Stinger, SA-13 AA Units

9, range up to 40 hexes (inclusive). Must be within LOS, but not Visibility.

### Towed 20mm AA, ZSU-23/4 Units

10, range up to 25 (inclusive). Must be within LOS and Visibility.

### All others (must have a weapon)

11, range up to 6 (inclusive) Must be within LOS and Visibility.

### ADATS

8, range up to 60 hexes (inclusive) (ATGM capabilities on ATGM Table) Must be within LOS, but not Visibility.

### FOG-M

8, range up to 80 hexes (inclusive) ATGM roll of 5, same range. Need not be within LOS or Visibility.

### Reticle Sight Bradley

10, range of Bradley gun. Must be within LOS and Visibility.

### MIA1 Anti-Helicopter Round

10, range of tank gun. Must be within LOS and Visibility.

## 5.0 Helicopter Capabilities

**5.0a AH-64.** The Apache is a very advanced attack helicopter. It has no portage capability but is armed with eight Hellfire, fire and forget ATGM's.

**5.0b UH-60.** The Blackhawk is a fairly heavy utility helicopter. Each UH-60 unit contains two helicopters. The unit may carry up to one platoon (five steps) or one "vehicle." Any vehicle the UH-60 carries is considered to be sling loaded. The only vehicles the UH-60 may carry are Trucks, Hmww's (with or without TOW's) or Ranger Motorcycles.

**5.0c Hind-D.** This is a heavily armored attack helicopter that also has a portage capability. It fires the Spiral ATGM (it has four available.) The Hind's portage capability is three steps. It may not sling load units or vehicles other than 120mm mortar platoons.

## 6.0 Tow only Mortars

Soviet 120mm Mortars are tow only units. They may not move under their own power. This quality should be taken literally, unlike similar units in Bloody 110, for Russian Heavy Mortars are towed using their own tires.

## 7.0 Air Sorties

Given that the weather does not interfere (see 2.0 Weather above) and the US player has released his Air Force (see 4.0 US Special Rules above), either player may have air sorties to use on each given turn. If the US player cannot use airpower, the Soviet player may use them freely. Every hour, each player is given one two dice roll of air points to use (dice roll (2-12) equals number of available points.) These air points may be saved from hour to hour (to a max of 20) or expended as desired. No more air points may be spent than a player currently possesses. There is no limit to the

number of air points that may be expended in a given turn. No new air points become available on hours in which the weather precludes flying. Poor weather has no effect on the current or saved up air points a player may have. A player may spend his air points in one of two ways: he may expend one or more to request an air sortie during each Call for Fire Phase; or he may expend one or more as "air superiority" on the hour turn (right after the points are obtained.) A player at no time is required to expend his air points (other than those lost via enemy air superiority below or those which exceed the max holding limit of 20 above.)

## 7.1 Air Superiority

Both players may expend one or more of their air points on air superiority. This is done in the Command Planning Phase of each new hourly turn in which the weather allows flight. Each player announces the number of air points expended on air superiority. This point number is expended from the player's own point pool and is then also subtracted from the enemy's point pool. No air point pool may become less than zero. This action is considered simultaneous.

## 7.2 Air Sorties and Air Points

During the Call for Fire Phase on any turn allowing flight, each player may expend any of his remaining air points to request air sorties. The number of points which are expended is subtracted from the player's air point pool, and is used on the Call for Air Table on the game map. This table with a single dice roll determines what, if any, aircraft will be available in the next turn with which to perform the recorded air sortie mission. Air superiority points expended later do not affect air points already expended on air sorties. Air sorties must be used on the next game turn. If the weather on that turn precludes flight, then the air sortie and air points expended to get it are lost. A player may only make one request for a sortie each turn (subject to his available air point pool) and assign any number of his air points to this request. Each sortie request must be according to the TCS rule section 17.0 with all of its plotting information recorded before any Call for Air rolls are made.

## 7.3 Aircraft Capabilities

Various aircraft weapon information is as follows:

A-10: 6 fires each of which may be an Area firepower of 10 or a hit/kill roll of 7 or more on point/both type targets.

F-16: 2 fires, as above, with firepower 10 or hit/kill roll of 9+

SU-25: 2 fires, as above, with firepower of 7 or hit/kill roll of 8+

Each aircraft (alone or in conjunction with others in the same sortie) may use each capacity the number of times listed against a single target in one fire, or later against other targets. The same target may not be hit more than once by the sortie. If more than one aircraft in a sortie attack one target unit, this attack is resolved with one fire resolution in Area combat, or one roll per aircraft and capability used in Point fires. AA rolls are made against each aircraft in a given attack, i.e. every AA roll available is made against each aircraft.

## Command and Control

Like any game we design, this game may be played without the command and control rules, if desired. It is highly recommended that the C&C rules be used in long scenarios as the effect of their absence grows geometrically with increased scenario length.

### 1.0 General US Higher Commander's Intent

The US commander's intent is to seal off as much of the Soviet Assistance Group from action further south and interfering with the Israeli offensive. Blockage of Soviet use of entry area 4 and destruction of as much as possible of the Soviet force is key.

### 2.0 Soviet Higher Commander's Intent

The Soviet higher commander's intent is to re-establish the Palestinian Border with Israel and to release as many troops as possible to aid the Palestinian Army against the Israelis.

### 3.0 Initial Op Sheets for Scenarios

Each scenario allows each player to begin with his units assigned to the implemented op sheet of his choice. Being in a Holding Box does not affect the ability of a unit to be assigned to, conduct command prep for, or implement an op sheet. There is no limit to either side as to the number of op sheets that may be implemented at one time.

### 3.1 Op Sheet Restrictions

Both players are not under any restriction as to what units may be under implemented op sheets at start, what those op sheets contain or what, if any, of their units are not assigned to an op sheet at all.

### 4.0 Command Prep Ratings

Both sides have more than one Command Prep rating which is used dependent on the units contained in the op sheet's Task Organization. If more than one of the unit types listed is present, use the highest Command Prep rating of the different groups represented.

#### 4.1 US Command Prep Ratings

For all units other than the Rangers, or when Rangers and other units are mixed: 3  
Rangers, only: 2

#### 4.2 Soviet Command Prep Ratings

For all units other than the Palestinians, or when other units are mixed with Palestinians: 4  
The Palestinians (only): 6

### 5.0 NBC Protected Vehicles

US: M1A1, M2, M3, ADATS, FOG-M  
Soviet: T-80, BMP-2, BTR-60, BRDM-2

## MINOR VARIANTS

Minor variants may be used in any combination players desire. Players must decide which, if any, they wish to use before play begins. An interesting way to do so is the following: record the variants for each player that the player's agree to experiment with on scraps of paper, with a separate pile for each player. Each player then selects one or more (as they have decided) of the scraps of paper at random. These are the variants for play and should be secret until "sprung." Use of any of these is completely optional and none are required. They are designed with the two day battle game in mind and may need "tailoring" to fit a scenario with which players wish to apply them.

### 1.0 US Options

**1.1 No Rangers.** In this option the US player is stripped of the ranger battalion and their aircraft. The rationale for this is that the President denied, for whatever reason, Eagle's request for reinforcements. This option gains the US player 5 victory points.

**1.2 The Eastern Feint.** In this case, Force Eagle detaches one tank company and one Mech company to create a diversion off the map to the east. These troops are removed from the US player before the game and never returned. It effect is to keep all Soviet units from leaving the Soviet Holding Box earlier than the 1200 turn of 3 July. This option costs the US player 10 victory points.

**1.3 Naval Assistance.** Eagle's CO has talked the Navy into helping provide fire support. This may come in one of three ways:

A. The Missouri, firing 16" guns, may supply a max of one HE fire mission each daytime turn. This mission is a single battery fire of 9x 16" HE shells. This fire is conducted as is any other artillery fire mission. The total battery fires available is 20 and all are HE. This costs the US player 5 victory points.

B. The Missouri fires Tomahawk missiles to aid the ground troops. These missiles have a firepower of 50. Five (5) Tomahawks may be fired in the game and all may be fired in one turn if desired. If more than one is fired in a single turn against the same target hex, this is done as separate fire missions and is not combined into one attack. Tomahawks always score a direct hit on the recorded target hex. This option costs the US player 3 victory points.

C. Both of the above for a cost of 10 victory points. Note: The MO may not fire, or be fired on by, counterbattery fires.

**1.4 The Israeli Airforce wins out.** Within minutes of the opening attack, a devastating Israeli air raid occurs destroying the entire Soviet air group in the hanger or on the runway. No Soviet aircraft or helicopters are used in the game. This costs the US player 10 victory points.

**1.5 Gas? No Problem!** Eagle's commander has gone completely out of control and self-authorizes the use of chemical rounds. The US player may, at any time, use chem artillery rounds. This costs the US player 5 victory points.

**1.6 FAADS** The US player may use the three extra vehicles and the assorted weapons systems of the FAADS optional rule. This costs the US player 10 victory points.

**1.7 Can't Use Improved Positions as TRP's.** Eagle has not noticed, or recorded the Soviet improved positions. None of these may be recorded as TRP's. This option gains the US player 5 victory points.

**1.8 Hellfires on Bradleys.** In this variant all TOW2 missiles in the game are replaced with Hellfires. This costs the US player 4 victory points.

**1.9 The TOW2a.** The TOW2a is a TOW2 with a tandem warhead designed to defeat Reactive Armor. This option may only be used when the Reactive Armor option is used. The effect is that for the TOW2a, Reactive Armor behaves in the same way as it does for "solid shot." The TOW2a replaces all TOW2's in the game. When used with the Soviet Reactive Armor option, the victory point effects are negated for each and no change is made to the normal victory point conditions.

**1.10 Depleted Uranium Armor.** All M1A1's are considered to be have DUA. This option costs the US player 5 victory points.

**1.11 120mm Mortar Vehicles.** The US Army is now testing the Israeli 120mm mortar (of which 6000 have reputedly been purchased.) This mortar, mounted on a Bradley chassis, may become standard equipment by the period of Force Eagle. Replace all 4.2" Mortar vehicles with 120mm Mortar vehicles. There should be 6 of these. This option costs the US player 3 victory points.

**1.12 New Missile Types.** In the early 1990's, the US Army will potentially field two missile systems which should be included in the game. Both may not be fielded in time due to budget constraints and development problems, but are included here as a variant. These weapons are the AAWS-M and Tow2b.

**A. AAWS-M.** This weapon is the replacement for the Dragon. It is of similar physical features but has a fire and forget capability, twice the range and improved armor killing capacity. When using this option, replace all Dragon's in the game with AAWS-M. This costs the US player 3 victory points.

**B. TOW-2B.** This is the next generation of TOW missile. Its most important feature is its ability to fly over its target and then fire downward into it (at the weakest armor points.) It also has the developmental problem of "firing" too soon if flying over friendly vehicles. When using this option, whenever a Tow2b must fire over a hex containing friendly vehicles roll one die. On a 5-6, the missile must attack the vehicle. Roll for each vehicle flown over separately and vehicle type is unimportant. This roll should also be made if enemy vehicles—other than the target—are flown over. This option allows the player to replace all Tow2's with Tow2b's and, because of its problems, costs no victory points.

## 2.0 Soviet Options

**2.1 Thermal Sights.** Present Russian tanks do not have thermal sights, but there is no reason to believe they couldn't install them before Force Eagle's attack in the mid-Nineties. Allow all T-80's to be have thermal sights. This option costs the Soviet player 5 victory points.

**2.2 Reactive Armor.** To upgrade their T-80's to meet the 1990's US threat, the Soviets have installed reactive armor. This option costs the Soviet player 3 victory points.

**2.3 Stalin's Organs.** Much to the surprise of Force Eagle, an 18 gun 122mm rocket launcher battalion was added to the Soviet Assis-

tance Group. This battalion (which may only fire as a battalion and may not breakdown its fires into, say, batteries), armed with 40 round BM-21 rocket launchers mounted on trucks, is capable of one battery fire in a turn (total of 720 rounds) but fires as a WW II rocket artillery battery as per the TCS rules. Ghosts of the Russian Front! The 122 rounds are only HE and are treated as 155 rounds (as are the rest of the Soviet artillery.) They have an ammunition supply of 10 HE battery fires. The BM-21 Bn may not be fired on in counterbattery fire—it can shoot and move too fast to be acquired. The Bn may, however, fire CB fires. When firing CB fires, the destruction die roll is not divided at all, as is normally done. This option costs the Soviet player 10 victory points.

**2.4 Surprise on the Border!** Eagle's intelligence is way off base and the Soviet player has a free set up. This may be handled in one of two ways:

**A.** After the initial op sheets are prepared, set up all Soviet units as desired.

**B.** After the first turn of the game, on the Command Planning Phase of turn 2, set up any desired units which are in the Soviet Holding Box anywhere on either game map that has no LOS to any US unit.

Either way, this option costs the Soviet player 10 victory points.

**2.5 Soviet Airstrike.** In this option the Soviet airforce launches a successful air attack on the US player's airbases. This may be done on any turn when the Soviet player has one or more sorties to use on the game map. He does not use them on the map but announces their use in an air-raid. At that time, the remaining US transport planes (C-141, C-5a), and any helicopters, which are in the holding box, are destroyed and removed from play (as are any hopes for more airborne operations.) There is no effect of this option on helicopters which are on the game map when it occurs. This option costs the Soviet player 10 victory points.

**2.6 Thermal Obscure Smoke.** The US Army is now testing smoke rounds containing assorted dyes and particles which block the vision of thermal imaging systems. There is no reason to believe the USSR cannot or would not test and field a similar system to obscure US thermal sights, especially since they seem to have had so much trouble developing a thermal sighting system of their own. When using this option, one or both (if using the Soviet Thermal Sight option above) players may fire TO Smoke when firing actual smoke rounds (not when smoke is created via multiple hits or mortars). Smoke markers used for TO smoke should be coded in some way (a color stripe, orientation, etc.) TO smoke behaves in the same way as any other smoke except thermal sights cannot see through TO smoke markers at all. This option costs no victory points, but must only be used on mutual consent of the players.

## Victory Conditions

The victory conditions here are made for the one or two day long scenarios. Smaller scenarios may have their own conditions which will supersede these. My personal feeling is that victory conditions, after a long game, are a moot point. Usually, even if the game didn't turn into a blow-out, little doubt will remain in either player's mind as to who won (even if they refuse to acknowledge

it). At any rate the fun of the game is the thing, not whether one side or the other gamers an extra point or two over the other side. My viewpoint notwithstanding, victory conditions are still required so as to give the players a method of measuring their own success at meeting their higher commander's intent.

**Vehicles and other units which exit the map for victory point reasons are never allowed to re-enter play.**

## American Victory

US victory is measured very simply by the number of T-80's that escape off the game map through entry area 4. The US player can meet these conditions using a combination of methods. He can destroy T-80's or block their exit from the map. To determine the level of victory, count the total number of T-80's exited off entry area 4 which departed on the first day and multiply them by 2. Then add to this number the number exited in the second day. Compare this total (2xDay1 + Day2) to the table below to determine the level of victory.

Exited Tanks (Weighted)	Victory Points
8 or less	30
9 to 17	25
18 to 25	20
26 to 34	15
35 to 43	10
44 to 48	5
49 or more	0

Modify these victory points according to any minor variants that are used and compare to the Victory Table below.

## Soviet Victory

The Soviet player must balance a two-edged sword. He must re-conquer terrain taken by the Americans and must, at the same time, exit as many of his T-80's as early as he can. He must choose his priorities carefully as he must do well in both areas. Failure in one and a grand victory in the other will average into a loss, of some minor degree.

## Points of Terrain

The terrain effect on victory is below. Somewhere on the game maps there will exist an East-West hexrow at which there are no more than 4 M1A1 tanks further south than itself. The Soviet player must identify the furthest north hexrow that fills the above condition. This observation is made at the end of the last game turn. M1A1's that are on a given line are counted with those south of it to determine if the total is not greater than 4.

No More than 4 Line at	Points
North of or at A15.xx	16
A16.xx to A29.xx	12
A30.xx to A45.xx	8
A46.xx to B8.xx	4
B9.xx to B24.xx	2
Further South than B24.xx	0

## Points for Exiting T-80's

The following points are added to those for Terrain above. The player must keep two piles for recording this, one for those exited on the first

day and one for those that exited on the second. Destroyed tanks should not be added to these piles. Only T-80's that exit via entry area 4 are counted for this purpose. T-80's that exit on day 1 are multiplied by 2 and this number is added to those that exit on day 2. This is the same weighting method as is used for the US victory points. Compare the result to that below to determine the victory points received.

Weighted Tank Total	Victory Points
49 or more	14
44 to 48	12
35 to 43	10
26 to 34	8
18 to 25	6
9 to 17	4
8 or less	0

## Bonus Points:

The Soviet player can get an extra 5 victory point bonus by exiting a complete Motor Rifle Company off the map via entry area 4 on the first day. This MRC must be complete in all its remaining components (the player cannot leave, say, one of its rifle squads on the map.) Parts of this company may have been destroyed, but it must have at least 5 BMP's remaining to get these victory points. No more than one set of 5 points is possible in this way and none for any MRC that may be exited on day two.

The Soviet player may receive another 5 bonus victory points by, on the first turn (in which the weather allows helicopters to fly), announcing the transfer of his Hind Squadron south, provided it is currently in play. The helicopters are removed from play at that instant. This can only be done on the first game turn, unless the first hour's weather is such that helicopters cannot fly. In the latter case, the helicopters can only be transferred on the first available "flyable" turn. Transfers made on other turns are of no effect. Once transferred, they may never return.

Add the total for exited vehicles and those for terrain and, after subtracting any modifiers for minor variants used, compare to the Victory Table below.

## VICTORY TABLE

Total Points	Type Victory for Side Checking
28 or more	Massive Victory
25 to 27	Major Victory
15 to 24	Minor Victory
6 to 14	Minor Defeat
3 to 5	Major Defeat
2 or less	Massive Defeat

## SET UP NOTES

In this game, players should always create Artillery Fire Plans and initial op sheets before any unit is set up. The US player and then the Soviet player sets up. These and the following rules are always true for set up, except where specifically stated otherwise:

1. For set up purposes, "w/i X" means to set up the given unit within X hexes of the hex listed, inclusive.

2. All units may set up in any desired mode, may be mounted or dismounted, as the player

wishes. All units of a given organization are to be set up when that organization is listed.

3. When the second player to set up sets up, he may set up no closer than 5 hexes of a unit of the first player to set up.

4. Minefields, when given, may be set up on the map or saved for future use, as is desired. If set up on the map, they must follow the usual mine placement rules (TCS rules 15.1). The given number of minefields available may be either real or dummy at the owning player's discretion.

5. If no minefields are listed in a given scenario, none are available. Players may, if both agree, add a number of minefields to any scenario as a variant.

6. When losses are listed in the set up for a given unit, these are given as steps. These step losses may be distributed or concentrated among the units in a given organization as the player desires.

7. Where reinforcements are given, they may also be given instructions for their use. These instructions are the "historical" orders they were used under and are given for the player to use, consider or ignore as he desires. They may represent implemented op sheets, but they are not required in any way.

8. Unless specifically stated otherwise, all game special rules are in effect in every scenario.

9. When it is given, scenarios are rated on a 1 to 5 scale of complexity. This factor is a measure of the difficulty of play of a given scenario in terms of length, number of units in play, and general level of difficulty of the systems required. 5 is most complex; 1 is least.

10. In scenarios where the US force is divided into teams, players must keep the following in mind. Team attachment has no effect on company morale. Company morales are kept separate for each company that has them and they are unaffected by distance, etc. Team structure is that used "historically" and may be modified by players if desired.

11. 1/T and 2/2, historically, exited the battle area early in the war and are not to be thought of as an error when not listed in the set up for a given scenario. The given scenario simply occurs after their exit.

## Teaching Scenarios

The following are short, introductory scenarios which are designed to ease the player into this game system if it is new to him. Certainly, they may be played after mastering the system for the fun of it. While later scenarios have more meat on them, these are still good for short, limited-counter scenarios when time and space are short.

## Teaching Scenario General Rules

1. Each scenario shows a particular section of rules which are to be highlighted. Common to all scenarios are the following: 1.0 to 1.3h, 3.0 to 3.6b, 4.0 to 4.2, 5.0 to 5.1d, 8.0 to 8.8e, and 12.0 to 12.1f. Modern Expansion : Dual Mode. None of these scenarios require the main Command rules (6.0) and it is recommended that these rules not be used at first, players should concentrate the the game's mechanical aspects.

2. Artillery is an optional addition to

most of these scenarios. When added, use the following:

US: 1x 8 gun 155mm Battery with 10 HE, 5 Smoke, 3 DPICM, 1 FASCAM, 3 Chem, and 1 Copperhead

Soviet: 2x 6 gun 122mm Batteries with (total) 20 HE, 10 Smoke, 5 ICM, 10 Chem.

3. Each scenario uses all of Map A as available map area. Map B is not used.

4. Weather is optional. If normal weather rules are not used, weather is always clear, trafficability good.

5. No reinforcements are available to either side.

6. Holding boxes may be used.

## 1. Armor Fight

Start: 0800

End: 1000 (7 Turns)

Set Up:

US: A Co w/i 5 A13.20

Soviet: 1/T w/i 5 A42.14

Rules Illustrated: 8.9, 14.0, ATGM

Victory:

US: Exit 6 or more M1A1's via South Map Edge

Soviet: Exit 5 or more T-80's via North Map Edge

Draw: Other than the above.

## 2. A Mech Infantry Fight

Start: 0800

End: 1200 (13 Turns)

Set Up:

US: C Co w/i 10 A13.20

Soviet: 1/1 w/i 10 A15.13

Rules Illustrated: 9.0, 13.0, ATGM, MICV

Victory:

Side wins which is the only one to have units at or within the wooded boundary of Kefar Yeheani.

Draw: Other than the above.

## 3 An Armor Overrun Assault

Start: 0800

End: 0900 (4 Turns)

Set Up:

US: 1/A w/i 3 A4.20

Soviet: 1x PAL Inf Plt A13.20

Rules Illustrated: 8.9, 8.10, 9.0, 14.0

For purposes of this scenario, the PAL platoon may conduct AT Rolls.

Victory:

US: Destroy PAL Platoon

Soviet: Other than the above.

## 4. Forward Observer

Start: 0800

End: 0900 (4 Turns)

Set Up:

US: C Co w/i 5 A13.20

Soviet: None—A nominal FO (forward observer) is located at A15.28. He cannot move or be eliminated. He can call artillery fires.

Rules Illustrated: 9.0, 10.0, 11.0, Modern Artillery Rules, NBC if desired

US Units cannot move. Add Soviet Artillery from General rules.

## Victory:

US: Avoid Soviet

Soviet: Destroy 50% or more of C Co.

## 5. Minefield Assault à la Mech

Start: 0800

End: 1200 (13 Turns)

Set Up:

US: C, D Co's w/1 10 A13.20

Soviet: 1/1 w/1 5 A30.17 with 10 real minefields in a line of contiguous hexes from A25.22 to A27.14 (inclusive.)

Rules Illustrated: 9.0, 13.0, 15.0, Modern Artillery, ATGM, MICV

Use Artillery from General rules for both sides.

Victory:

US: Breach mines in order to assault and occupy A30.17. May not go around mines and hex must be occupied at the end of the game by only US units.

Soviet: Avoid the above

## 6. Fighter Bombers

Start: 0800

End: 0900 (4 Turns)

Set Up:

US: none

Soviet: 1st MRB anywhere on map

Rules Illustrated: 17.0

US player gets 3x F-16, 1x A-10 sorties each turn armed as desired. Weather is good.

Victory:

US: Destroy 50% or more of Soviet units

Soviet: Avoid US conditions.

## 7. Airborne Assault

Start: 0800

End: 1200 (13 Turns)

Set Up:

US: 2/75 Ranger Bn (all) in Holding Box with all Force Eagle C-141 and C-5a aircraft.

Soviet: PAL (all) w/12 of A13.20; 1/1 w/1 5 A46.15

Rules Illustrated: Ranger Special Rules

Victory:

US: Must conduct an airborne assault and capture the Border Post Hex. Must occupy this hex at the end of the scenario.

Soviet: Other than the above.

## 8. The Sky's the Limit

Start: 0800

End: 1200 (13 Turns)

Set Up:

US: A, C, All Force Eagle HQ assets (including AH-64 and UH-60 squadrons) w/1 10 A4.20

Soviet: 1 MRB, 1/T, Hind-D Sqdm w/1 10 A53.20

Rules Illustrated: Modern Artillery, Helicopter, ATGM, MICV, Force Eagle's Air system.

US Air is released. Artillery as per General rules. US and Soviet Air as per Force Eagle Air system and calls for air.

Victory:

Side which has more fun.

## Historical Scenarios

### 1. Force Eagle's War

Complexity: 5

This scenario is the complete two day Force Eagle War. It uses all game forces and systems and is the longest scenario to play.

Map Area: Maps A & B (all)

Start: 0300 3 July

End: 1800 4 July (102 turns)

Set Up Order: Soviet, US

Airpower: US airpower has not been released.

Artillery:

US:

105mm: HE:45 Smoke:18 Illum:4 (rounds)

ICM:20

155mm: HE:18 Smoke:15 Illum:5 (mds)

Copperhead:4 (mds) DPICM:20 FASCAM:3

Chem:10

MLRS: DPICM:9

Soviet:

122mm: HE:95 Smoke:40 Illum:10 (mds)

Chem:25 ICM:35

Chem Use Yet? No

Minefields Available: US: 25 (none on map)

Soviet: 30 (may be set up)

Station Times: All are zero.

Dug In Status Available: Soviet Only.

Variants: Used as desired.

Set Up:

US:

All in Holding Box or on map north of Israeli border (exclusive) as desired.

Soviet:

Palestinians: 2x Inf Plts, 1x Truck w/1 2 A13.20

Soviet: 1/1 (all) w/1 15 B14.20; 2/1 (all) w/1 15 A38.23; 3/1 (all) w/1 10 A45.05; MRB 1 units (all), Recon Plt, AA Plt (2x ZSU23/4, 1x BTR-60, 2x SA-13 Tms) anywhere south of Israeli Border (exclusive) on either map; 3/T (all) anywhere between the border and B19.xx (exclusive); All remaining Soviet units in Holding Box

Victory Conditions:

Standard game victory conditions are in effect.

### 2. Sua Sponte

("Of their own accord," the Ranger Motto)

Complexity: 3

Only the Ranger airborne landing and mission are featured in this scenario. As the Rangers are the only available troops to the US player, the balance of this scenario is highly sensitive to the success of the drop itself. A lucky showing in AA rolls at the beginning of the scenario will almost seal the fate of the US forces. Players who find this scenario's "random" balance disturbing may, as an option, declare that all AA batteries and units were totally surprised by the drop and did not engage any targets.

Map Area: Map B (only)

Start: 0300 3 July

End: 0600 3 July (8 turns)

Set Up Order: USSR, US (none)

Airpower: US airpower not yet released.

Artillery:

US:

105 mm: HE:9 Smoke:2 Illum:1 ICM:5

155mm: HE:4 Smoke:3 Illum:2 DPICM:5

FASCAM:1 Chem:4

MLRS: DPICM:2

Soviet:

122mm: HE:25 Smoke:10 Illum:2 Chem:15

ICM:10

Chem Use Yet? No

Station Times: All are zero.

Dug In Status Available: Soviet only.

Variants: Certain variants may have no effect on play if used. Each desired must be examined carefully to adapt them to this (or any) scenario.

Set Up:

US:

2/75 Rngr, UH-60 Sqdm, All Air Force Aircraft in Holding Box.

Soviet:

AA Plt (2x SA-13 Tms, 2x ZSU23/4, 1x BTR-60),

MRB 1 units (all) w/1 20 any Jenin Hex; Recon Plt

w/1 3 any Jalqamus Hex; 1/3/T anywhere on

Map

Reinforcements:

US: None

Soviet: 0500: 3x Hind-D, Area 3.

Victory Conditions:

US: Have 15 steps of infantry in Jenin by the end of the game. Note that these steps need not last till the end of the game after entry into the town.

Soviet: Avoid the above.

### 3. Eagle's Initial Attack

Complexity: 3

This scenario highlights the initial attack by Teams Alpha and Bravo in their attempt to break through the Soviet defensive crust. It is recommended as a starter because of its relative brevity, but players should be warned that the odds are stacked against the Soviet player. Use of one or more of the minor variants is recommended.

Map Area: Map A, only.

Start: 0300 3 July

End: 0800 3 July (14 turns)

Set Up Order: USSR, US

Airpower: US airpower has yet to be released.

Artillery:

US:

105mm: HE:14 Smoke:6 Illum:2 (rounds) ICM:20

155mm: HE:6 Smoke:5 Illum:3 (mds)

Copperhead:1 (mds) DPICM:6 Chem:10

MLRS: DPICM:3

Soviet:

122mm: HE:10 Smoke:4 Illum:5 (mds) Chem:25

ICM:4

Chem Use Yet? No

Minefields Available: US: None Soviet: 30 (may be set up)

Station Times: All are zero.

Dug In Status Available: Soviet Only.



***Force Eagle's War: American Company Morale Boxes***

**Eagle HQ  
Units  
Scout Plt, AA Plt**

**C Co.**

**D Co.**

**Task Force Eagle**

**A/2/75 Ranger**

**B/2/75 Ranger**

**C/2/75 Ranger**

**2/75 Rngr Units**

**2nd Battalion/75th Inf Ranger (Airborne)**

# Op Sheet

# *Force Eagle's War*

Time Drawn:

Type:

Implemented?

Size:

MOPP Level: Low Med High



**Task Organization**

**Written Notes**

**Fire Support**

**Failure Instructions**

# Op Sheet

# Force Eagle's War

Time Drawn:

Type:

Implemented?

Size:

MOPP Level: Low Med High



Task Organization

Written Notes

Fire Support

Failure Instructions

# Op Sheet

# *Force Eagle's War*

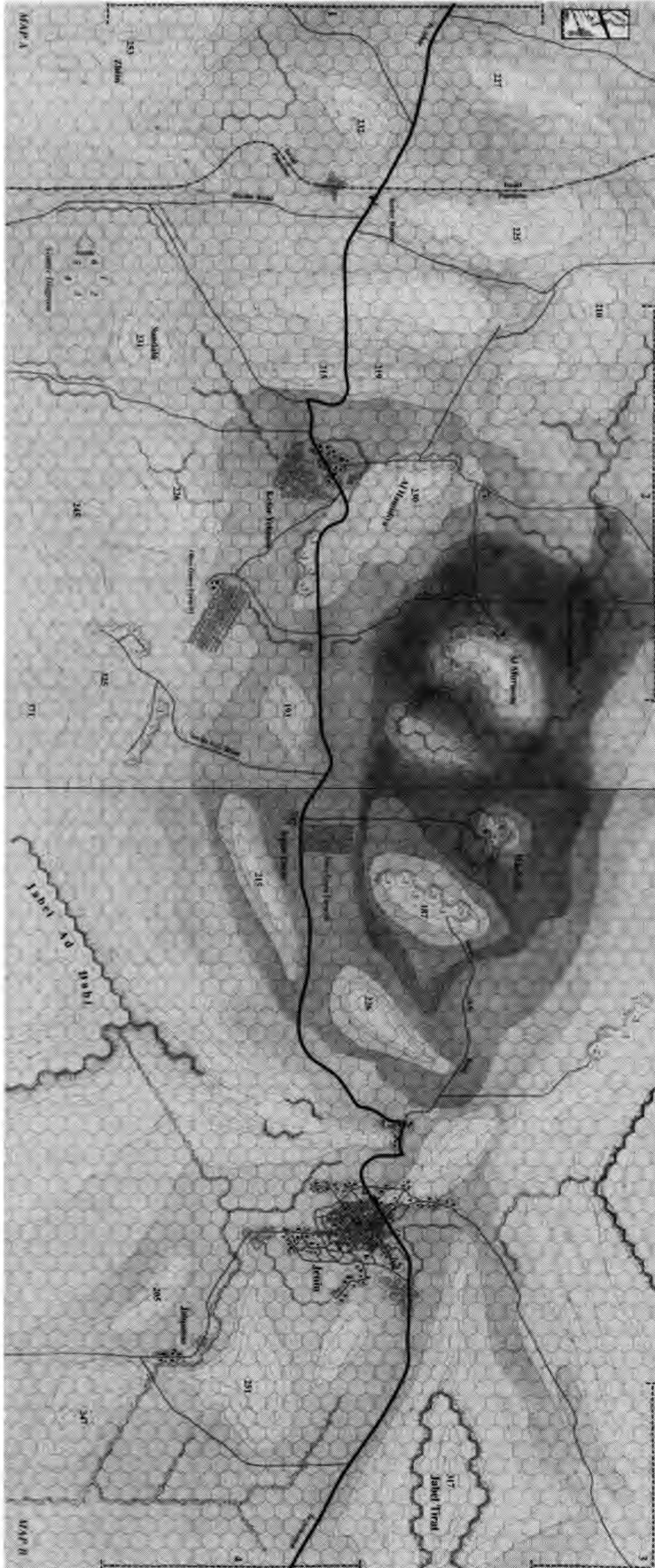
**Time Drawn:**

**Type:**

**Implemented?**

**Size:**

**MOPP Level: Low Med High**



**Task Organization**

**Written Notes**

**Fire Support**

**Failure Instructions**

# Op Sheet

# Force Eagle's War

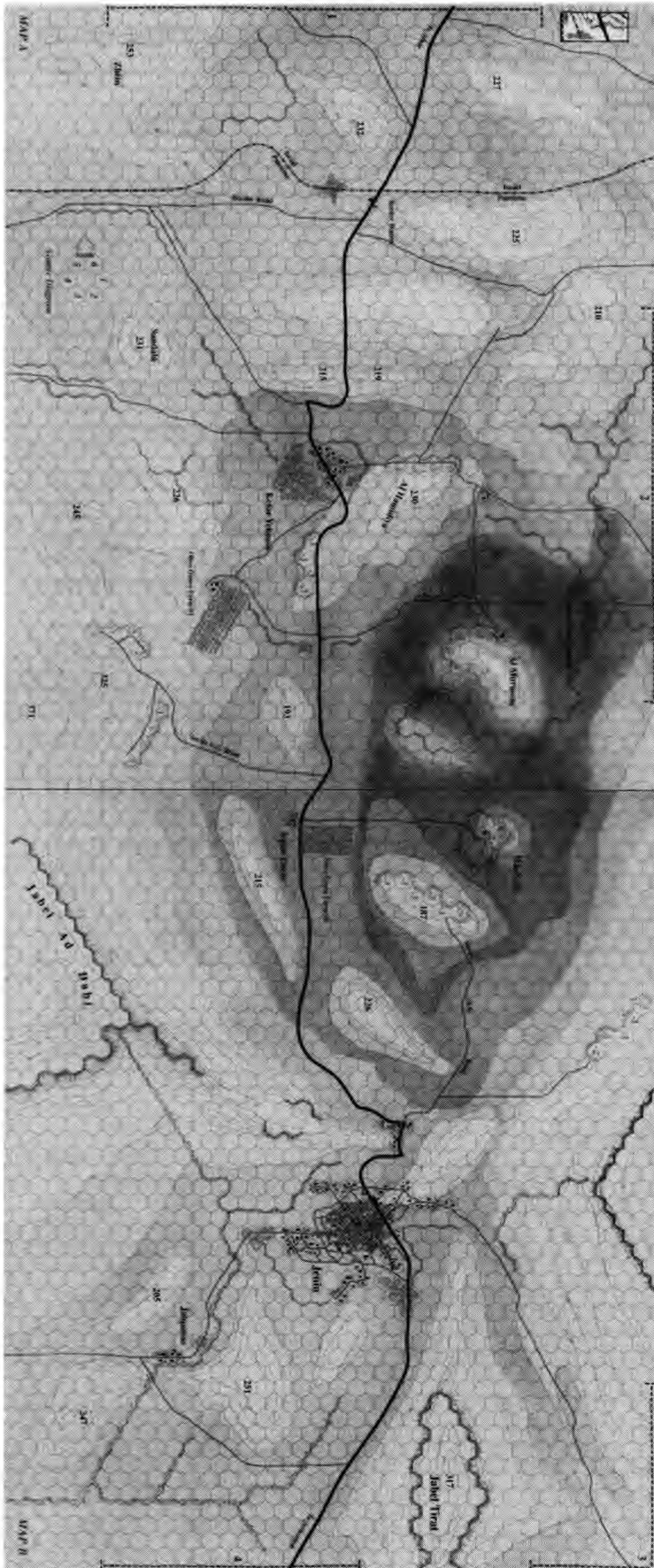
Time Drawn:

Type:

Implemented?

Size:

MOPP Level: Low Med High



**Task Organization**

**Written Notes**

**Fire Support**

**Failure Instructions**

# Op Sheet

# Force Eagle's War

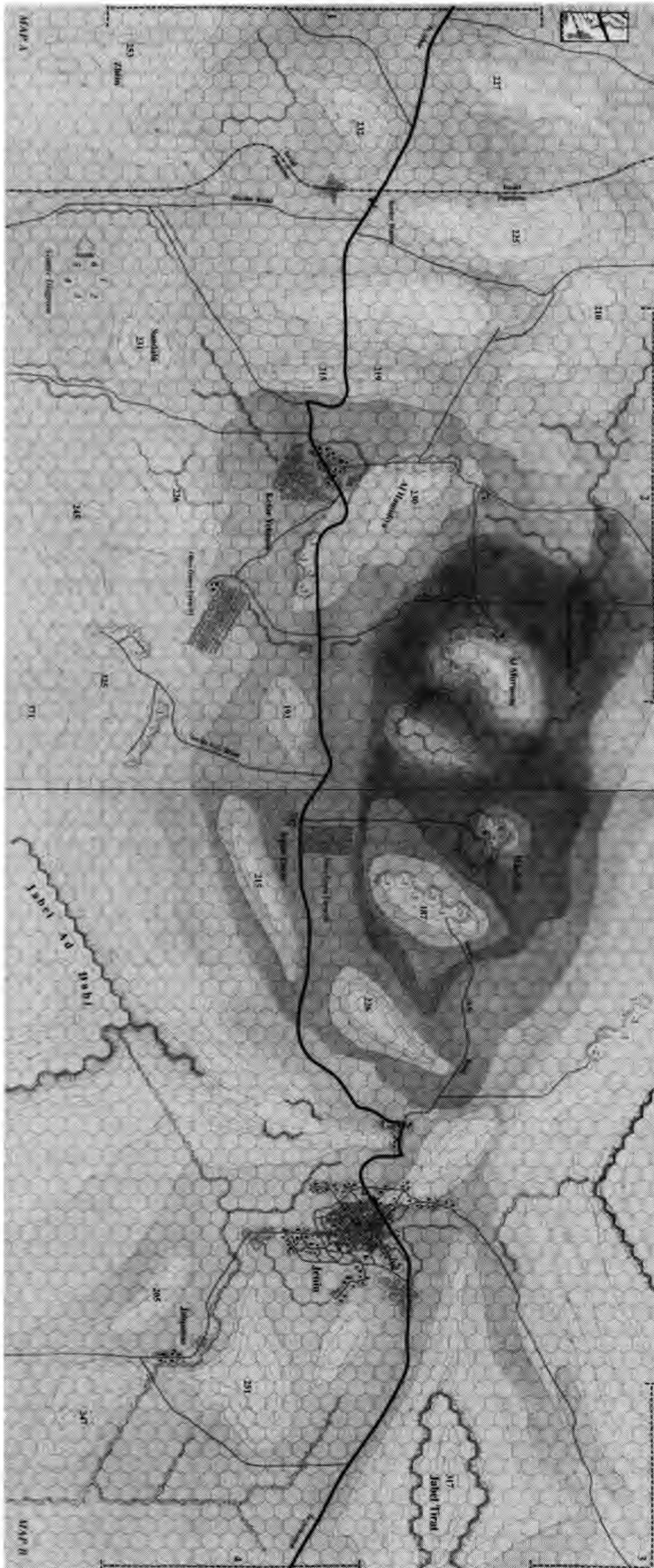
Time Drawn:

Type:

Implemented?

Size:

MOPP Level: Low Med High



**Task Organization**

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**Written Notes**

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**Fire Support**

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**Failure Instructions**

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# Op Sheet

# Force Eagle's War

Time Drawn:

Type:

Implemented?

Size:

MOPP Level: Low Med High



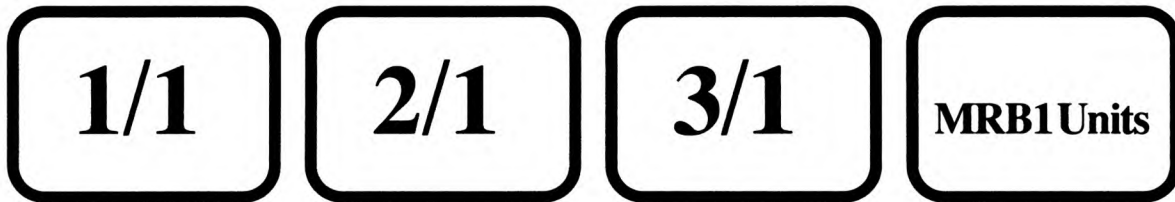
**Task Organization**

**Written Notes**

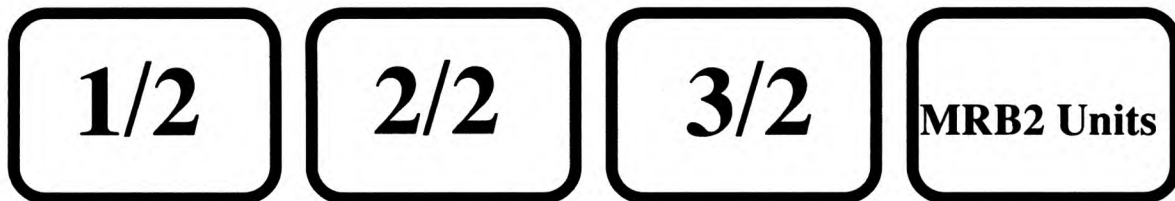
**Fire Support**

**Failure Instructions**

*Force Eagle's War: Soviet Company Morale Boxes*



**1st Motor Rifle Battalion**



**2nd Motor Rifle Battalion**





## Set Up:

### Soviet:

Palestinians: All w/1 2 A13.20

Soviet: 2/1 (all) w/1 15 A38.23; 3/1 (all) w/1 10 A45.05; MRB1 Units (1x Sagger Tm, 1x BTR-60) anywhere South of the Border (exclusive); MRB2 (all), 1/T, Hind Sqdm, AA Plt (2x ZSU23/4, 2x SA-13 Tm, 2x BTR-60) in Holding Box.

### US:

Team Alpha (1/A, 2/A, A Co Veh, 3/C, ADA Plt (Hmww, Stinger Tm)), Team Bravo (1/B, 2/B, B Co Veh, 3/D, ADA Plt (Hmww, Stinger Tm), AVLB), E Co. (all), Eagle Mortar Plt (all), Eagle HQ, Scout Plt on map North of Border (exclusive) or in Holding Box; AH-64 Sqdm, UH-60 Sqdm in Holding Box.

## Victory Conditions:

US: Exit 8 or more M1A1's off South Map Edge.

Soviet: Avoid the above.

## 4. The Border Station

### Complexity: 1

This is mainly useful as a solitaire scenario. It is unlikely that the Palestinians will last to the end of the game without developing high company morale and a great risk of surrender. The goal for the US player is to see how quickly they can be overwhelmed; the issue itself is not in doubt. Players could possibly take turns at being the US to see who can force the Palestinians' destruction most rapidly.

Map Area: Map A as shown.

Start: 0300 3 July

End: 0700 3 July (11 Turns)

Set Up Order: Palestinian, US

Airpower: US airpower has yet to be released.

### Artillery:

#### US:

105mm: HE:8 Smoke:3 ICM:3

155mm: HE:5 Smoke:1

#### Soviet:

None

### Chem Use Yet? No

Minefields: None

Dug In Status Available: None

## Set Up:

### Soviet:

Palestinian Units (all) w/1 2 A13.20

### US:

Scout Plt (all) anywhere in map area, North of Border (exclusive)

## Victory Conditions:

US: Destroy all Palestinian units by the end of the game.

Soviet: Avoid the above.

## 5. The Entry of the Attack Helicopters

### Complexity: 3

In this scenario, the initial attacks have been made and have failed to make headway. The US AH-64's are released to end the deadlock. This scenario is made for those who want a short game

and do not want to start at the very beginning.

Map Area: Map A (all)

Start: 0600 3 July

End: 0800 3 July (7 Turns)

Set Up Order: USSR, US

Airpower: US airpower has yet to be released.

### Artillery:

#### US:

105mm: HE:5 Smoke:2 ICM:2

155mm: HE:2 Smoke:2 DPICM:2 Chem:10

MLRS: DPICM:1

#### Soviet:

122mm: HE:10 Smoke:4 Chem:25 ICM:4

### Chem Use Yet? No

Minefields Available: US: None Soviet: 30

(may be set up)

Station Times: All are zero.

Dug In Status Available: Soviet Only

## Set Up:

### Soviet:

Palestinians (all, -1x Inf Plt, Co Morale 12) w/1 2 A13.20; 2/1 (all, -2x BMP, 1x Inf Sqd) w/1 15 A38.23; 3/1 (all, -3x BMP) w/1 10 A45.05; MRB1 (1x Sagger Tm, 1x BTR-60) w/1 5 A42.16; 3/T Co Veh, 3/3/T w/1 10 A47.17; 1/2, MRB2 Units (all), Hind Sqdm, 2/T, AA Plt (2x ZSU23/4, 2x SA-13, 2x BTR-60) in Holding Box

### US:

Team Alpha (see scenario 3, -2x M1A1's), Eagle HQ w/1 10 A22.07; Team Bravo (see scenario 3) w/1 10 A29.04; E Company, Mortar Plt w/1 10 A3.06; Scout Plt w/1 10 A8.15; AH-64 Sqdm, UH-60 Sqdm in Holding Box

## Victory Conditions:

Same as scenario 3.

## 6. Disaster for Team Charlie

### Complexity: 3

After being bogged down, the US force starts moving forward again with the help of the AH-64's. Team Charlie is committed directly into an ambush with a minefield holding them up long enough for the battle's first chemical strike to hit them. While not mandatory, players may want to require the US troops to be in low MOPP level at start for this one (to be changed only when the first chem strike occurs.)

Map Area: Maps A & B (all)

Start: 0900 3 July

End: 1300 3 July (13 Turns)

Set Up Order: USSR, US

Airpower: US airpower has been released.

### Artillery:

#### US:

105mm: HE:5 Smoke:2 ICM:2

155mm: HE:2 Smoke:2 DPICM:2 Chem:10

MLRS: DPICM:1

#### Soviet:

122mm: HE:24 Smoke:10 Chem:25 ICM:9

### Chem Use Yet? No

Minefields Available: US: None Soviet:

30 (may be set up) a line of Soviet mines exists which connects A37.16 to A42.13 to A39.08 in approximately straight line segments with no gaps.

Station Times: US: 4 hours expended Soviet: 3 hours expended

Dug In Status Available: Soviet Only.

## Set Up:

### Soviet:

3/1 (all, -5x BMP, 2x Inf Sqds, 1x MG Sqd, Co Morale 5) w/1 5 A45.06; 2/1 (all, -6x BMP, 3x Inf Sqds, Co Morale 4) w/1 15 A38.23; 1/1 (all, -1x BMP, 2x Inf Sqds) w/1 15 B14.20; Sagger Tm (MRB1) A42.16; MRB1 (Sagger Tm, BTR-60) B4.13; 2x T-80 (3/T), 2x Hind-D w/1 5 A43.18; 3x T-80 (3/T), 3x Hind-D w/1 5 B7.14; MRB1 (AG Plt, BTR-60) w/1 5 B7.22; Mortar Plt (MRB1) w/1 10 B5.26; 1/2 (all, -6x BMP, 2x MG Sqds, 4x Inf Sqds, Co Morale 10) w/1 10 B7.25; 3x T-80 (3/T), AA Plt (2x ZSU23/4, BTR-60, 2x SA-13) w/1 5 B17.16; MRB1 (2x Sagger Tms, BTR-60) w/1 10 B20.11; Recon Plt (all) w/1 5 B23.21; 3/2 (all), MRB2 Units (all), 2/T, AA Plt (2x SA-13, 2x ZSU23/4, BTR-60) in Holding Box.

### US:

Team Alpha (see scenario 3, all, -4x M1A1, 1x M2, 1x Inf Tm) w/1 10 A22.07; Team Bravo (see scenario 3, all, -4x M1A1, 1x M2, 1x Inf Tm) w/1 10 A32.01; AH-64 Sqdm (-1x AH-64) w/1 10 A20.18; Scout Plt (-1x Inf Sqd) w/1 5 A12.20; E Company (all) w/1 5 A10.14; Team Charlie (1/C, 2/C, C Co Veh's, 3/A) w/1 10 A14.03; Eagle HQ, 3x Mortar Veh (Mortar Plt) w/1 5 A18.06; Team Delta (1/D, 2/D, D Co Veh's, 3/B) w/1 10 A4.02; 3x Mortar Veh (Mortar Plt) w/1 5 A2.06; A/2/75 Rngr, Stinger Team (Rngr) w/1 10 B42.24; Remainder of ADA Plt with either Team Charlie or Team Delta as desired.; UH-60 Sqdm in Holding Box.

C Company Morale is 4. D Company Morale is 3.

## Victory Conditions:

US: Team Charlie must breach a minefield hex at or within 3 of A42.12 and allow passage through this breach by no fewer than 6x M1A1's by the end of the game. These vehicles need not survive after they enter the hex after the breach marker.

Soviet: Avoid the Above.

## 7. Team Delta Bursts Through the Kefar Yeheani Line

### Complexity: 4

Unlike that of Team Charlie, Team Delta's attack was successful. This attack is greatly aided by the availability of the Scout Platoon's mine rollers, which negate the need to breach the minefields by hand as Charlie attempted. US troops should all be in High MOPP level for this one and are now allowed to use chem rounds.

Map Area: Maps A & B (all)

Start: 1300 3 July

End: 2200 3 July (27 Turns)

Set Up Order: USSR, US

Airpower: US airpower has been released.

**Airpower:** US airpower has been released.

**Artillery:**

**US:**

105mm: HE:16 Smoke:6 ICM:7

155mm: HE:6 Smoke:5 Copperhead:1 (mlds)

DPICM:7 FASCAM:1 Chem:10

MLRS: DPICM:3

**Soviet:**

122mm: HE:29 Smoke:12 Chem:25 ICM:11

**Chem Use Yet? Yes**

**Minefields Available:** US: None Soviet: 30 (may be set up) a line of mines exists connecting A37.16 to A42.13 to A39.08 with no gaps.

**Station Times:** US: 1 hour accumulated toward recovery (AH-64's are in the Holding Box) Soviet: Hinds have been eliminated.

**Dug In Status Available:** Soviet Only.

**Set Up:**

**Soviet:**

2x T-80 (3/T) w/i 5 A42.18; 3/1 (Reduced to 2x BMP, 1x Inf Sqd, Co Morale 8) w/i 5 A47.08; 2/1 (Reduced to 3x BMP, 2x Inf Sqd, 2x MG Sqd, Co Morale 10), 1x ZSU23/4 w/i 10 A46.28; 1/1 (all, - 2x BMP, 3x Inf Sqd, Co Morale 3) w/i 15 B14.20; 1/2 (Reduced to 2x BMP, 2x Inf Sqd, Co Morale 5) w/i 10 B4.27; MRB1 (Mortar Plt, BTR-60) w/i 10 B5.26; MRB1 (AG Plt, BTR-60), ZSU23/4 w/i 5 B7.22; 5x T-80 (3/T), AA Plt (ZSU23/4, 2x SA-13 Tms, 1x BTR-60) w/i 10 B9.13; 2x Sagger Tms (MRB1) w/i 10 B20.11; Recon Plt w/i 5 B23.21; 3/2 (all), MRB2 Units (all), 2/T, AA Plt (2x SA-13 Tms, 1x BTR-60, 2x ZSU23/4) in Holding Box.

The following hexes are marked with one Chem marker each: A40.16, A38.15, A39.14, A40.11, A40.12, A40.13, A40.14, A41.11, A41.12, A41.14, and A42.10

**US:**

Team Alpha (see scenario 3, -4x M1A1, 1x M2, 1x Inf Tm), Mortar Plt, Eagle HQ w/i 10 A22.07; Team Bravo (see scenario 3, -5x M1A1, 1x M2, 1x Inf Tm, ADA Plt (1x Hmwwv, 1x Stinger Tm), AVLB) w/i 10 A32.01; AH-64 Sqdm (Reduced to 2x AH-64's) in Holding Box; E Company (all) w/i 10 A24.18; Team Charlie (see scenario 6, Reduced to 5x M2, 2x Inf Sqd, ADA Plt (Hmwwv, Stinger Tm)) w/i 5 A22.16; Team Delta (see scenario 6, including remainder of ADA Plt), Scout Plt (-1x Inf Tm) w/i 10 A18.03; A/2/75 Rngr, Stinger Tm (Rngr) w/i 10 B42.24; UH-60 Sqdm in Holding Box.

C Company Morale is 15. D Company Morale is 6.

**Victory Conditions:**

**US:**

Team Delta must breach mines at or within 3 hexes of A42.12 and allow passage of no fewer than 6x M1A1's (which needn't live after crossing).

**Soviet:**

Avoid the Above.

## 8. A Night in Lager

**Complexity:** 3

This one highlights the attacks by the Soviet Assistance Group on the defensive night laager of Force Eagle. At this point, much of the available

artillery ammunition has been burned and the assorted organizations, on both sides, have been crippled by heavy losses. In night actions the Soviet side is at a disadvantage due to its lack of thermal sighting equipment and weaker capability to enter dual mode. With skill, however, the Soviet player can still pull off the destruction of Force Eagle's laager.

**Map Area:** Map B only.

**Start:** 2200 3 July

**End:** 0400 4 July (7 Turns)

**Set Up Order:** US, USSR

**Airpower:** US airpower has been released.

**Artillery:**

**US:**

105mm: HE:4 Smoke:1 Illum:2 (rounds)

ICM:2

155mm: HE:1 Smoke:1 Illum:3 (mlds)

DPICM:2 Chem:10

MLRS: DPICM:1

**Soviet:**

122mm: HE:19 Smoke:8 Illum:5 (mlds)

Chem:20 ICM:7

**Chem Use Yet? Yes**

**Minefields Available:** US: None Soviet: 10 (may be set up)

**Dug In Status Available:** Both sides, at start.

**Station Times:** All are zero.

**Special Rule:** Units of both sides may enter the map from their Holding Box or vice versa via the North map edge of Map B.

**Set Up:**

**US:**

A/2/75 Rngr, Stinger Tm (Rngr) w/i 10 B42.24; A Company (3x M1A1), B Company (4x M1A1), C Company (6x M2, 3x Inf Tm), D Company (7x M2, 7x Inf Tm), ADA Plt (2x Stinger Tms, 2x Hmwwv, 2x 20mm Towed), Eagle HQ (2x M2), Scout Plt (1x M3, 1x Inf Tm), E Company (11x ITV's) w/i 7 B16.20; AH-64 Sqdm (2x AH-64), UH-60 Sqdm in Holding Box.

**Soviet:** No closer than 3 hexes to any US unit.

Recon Plt (1x BMP, 2x BRDM2), 1/1 (1x BMP, 2x Inf Sqds), AA Plt (2x SA-13 Tms, 1x BTR-60, 1x ZSU23/4), MRB1 Units (Mortar Plt) w/i 5 B31.19; 2x Sagger Tms (MRB1) w/i 5 B20.11; 3/2 (all), MRB2 Units (all), 2/T, 1/2 (2x BMP, 2x Inf Sqd), 1/1 (3x BMP, 1x Inf Sqd, 1x MG Sqd), 2/1 (2x BMP, 1x Inf Sqd, 1x MG Sqd), 3/T (5x T-80), MRB1 Units (1x BMP, 1x BTR-60, 1x AG Plt), AA Plt (3x ZSU23/4, 2x BTR-60, 2x SA-13 Tms) in Holding Box.

**Victory Conditions:**

**Soviet:** Destroy all M1A1's, and at least 6x M2/M3's, and 4x ITV's.

**US:** Avoid the above.

## 9. The Morning Attacks and The Second Day

**Complexity:** 3

As the second day begins, both sides have been crippled by their previous exertions. Weak both in numbers and supplies, Force Eagle must

continue the attack to seize Jenin. The Soviets too must attempt to destroy Eagle and reestablish movement for their troops to the south. This scenario is recommended because of the limited numbers of units and artillery ammo available, and because both sides are attacking and defending at the same time.

**Map Area:** Map B only.

**Start:** 0400 4 July

**End:** 1300 4 July (28 Turns)

**Set Up Order:** USSR, US

**Airpower:** US airpower has been released.

**Artillery:**

**US:**

105mm: HE:1 Smoke:1 ICM:1

155mm: HE:1 DPICM:1 Chem:10

**Soviet:**

122mm: HE:5 Smoke:2 Chem:15 ICM:2

**Chem Use Yet? Yes**

**Minefields Available:** US:4 Soviet:10 These may be set up.

**Station Times:** All are zero.

**Dug In Status Available:** Either player may have dug in units.

**Special Rule:** Either side may move to and from their respective Holding Boxes via the north map edge of Map B.

**Set Up:**

**US:**

A/2/75 Rngr, Stinger Tm (Rngr) w/i 10 B42.24; Team Alpha (3x M1A1 (A Co), 3x M1A1 (B Co), 3x M2 (C Co), 1x Inf Tm (C Co), 2x M2 (D Co), 2x Inf Tm (D Co), 2x Stinger Tm (ADA Plt)) w/i 5 B17.20; Team Delta (1x M1A1 (B Co), 3x M2 (C Co), 2x Inf Tm (C Co), 4x M2 (D Co), 5x Inf Tm (D Co), 2x 20mm Towed AA (ADA Plt)) w/i 6 B14.19; E Company (11x ITV) w/i 4 B20.11 and/or B16.20 as desired; Mortar Plt, Eagle HQ (2x M2), 2x Hmwwv (ADA Plt), Scout Plt (1x M3, 1x Inf Tm) w/i B16.20; 2x AH-64, UH-60 Sqdm in Holding Box.

**Soviet:**

1/1 (1x BMP, 2x Inf Sqd), Recon Plt (1x BMP, 2x BRDM2), AA Plt (1x ZSU23/4, 2x SA-13 Tms, 1x BTR-60), MRB1 Mortar Plt w/i 5 B31.19; 3/2 (all), 2/T (all), MRB2 Units (all), 1/1 (3x BMP, 1x Inf Sqd, 1x MG Sqd), 3/T (3x T-80), MRB1 Units (1x BMP, 1x AG Plt, 1x BTR-60), AA Plt (2x BTR-60, 2x SA-13 Tms, 3x ZSU23/4) in Holding Box.

**Victory Conditions:**

**US:** No Jenin hex is occupied by a Soviet unit and no Soviet units are at or within three hexes of B15.20.

**Soviet:** Avoid (or obtain) either of the above.

## Company/Team Missions: A Solitaire Campaign

These scenarios represent assorted company/team sized missions. They may be played as a solitaire campaign with the Soviet side played according to pre-determined op sheet written by the player before the start of the campaign. It is usually best to draw out the Soviet op sheets for all the

scenarios before starting the first one and then only drawing the US op sheet at the start of each particular scenario, thus giving the player time to "forget" a little of what he drew up for the Russian side.

## Common Information

### Artillery:

US: (2x 8-gun 155mm Batteries available)  
155mm: HE:14 Smoke:6 Illum:3 (rounds)  
Copperhead:3 (mds) DPICM:15 FASCAM:2  
Chem:6

Soviet: (3x 6-gun 122mm Batteries available)  
122mm: HE:60 Smoke:15 Illum:2 (mds)  
Chem:20 ICM:20

**Chem Use:** No in the first played scenario, changes to yes as soon as chem is used in the campaign.

**Station Times:** Every scenario starts with station times at zero. Enough time is considered to pass between scenarios to allow a complete refit and recovery.

### Victory Conditions:

These conditions give the level of victory for the entire campaign, each scenario has its own victory conditions when played as a stand-alone game.

**Major Player Victory:** Play all Co/Tm scenarios to a draw or better for the US.

**Minor Player Victory:** Play 4 to 5 Co/Tm scenarios to a draw or better for the US.

**Minor Player Loss:** Play 2 to 3 Co/Tm scenarios to a draw or better for the US.

**Major Player Loss:** Play 1 or less Co/Tm scenarios to a draw or better for the US.

### US Refit Table

This table may be used once after each Co/Tm scenario to rebuild the US forces. The losses used to determine the loss percentage returned include all losses to date, in this and prior scenarios which have not yet been returned. Refitting past the 100% mark is not allowed.

For each type of unit (M1A1, M2, Inf Sqd, etc.) roll one die. The result x 10 is the percentage of the loss of that type which is returned to the player for the next scenario. Roll once for each type separately. Round UP all fractions.

## Campaign Game Rules

1. Scenarios may be played in any order. Each must be played and played once for an "official" campaign game to have been played.

2. Each scenario can be played alone if desired as a stand-alone scenario.

3. Artillery is replaced, refitted and resupplied for each scenario. Ammunition expenditures and gun losses do not affect upcoming scenarios, for either side.

4. Ground unit losses accumulate on the US side from game to game aside from the effects of the Refit Table. Soviet forces start at full scenario strength each time.

5. The campaign may be played on either Force Eagle's War or Bloody 110th game maps as desired. Bloody 110th map hexes and set ups are in parenthesis. Play may be alternated between map sets if desired.

6. US forces may be "saved" and not used in a given scenario to avoid losses. If this is

done, the saved forces may not be committed into a given scenario after the start, when things go sour.

7. No new op sheets may be drawn up during play in a given scenario.

8. Weather as per maps being used.

9. Air sorties, Counter Battery and EW points all as per Force Eagle. US airpower has been released.

## US Force at Start

The player has the following options to design his force for the solitaire campaign. The Battalion/Task Force elements are available in any chosen force design. Only one design may be chosen for a given campaign.

### Tank Heavy Team:

Version 1: 1/A, 2/A, 3/C, A Co Veh, C Co Veh

Version 2: A Co (all), 3/C

### Mech Heavy Team:

Version 1: 1/C, 2/C C Co Veh, 1/A

Version 2: C Co (all), 1/A

### Balanced Team:

1/A, 2/A, 1/C, 2/C

Battalion/Task Force Elements (included with any choice of team):

3x ITV, Scout Plt, Mortar Plt, 3x AH-64, ADA Plt (2x Stinger Tms, 2x Hmrvv, 1x 20mm Towed)

## 1. Movement to Contact/ Hasty Attack

Map Area: Map A (all), (Map B, all)

Start: 0800

End: 1000 (7 Turns)

Set Up: None

### Reinforcements:

US: All as per chosen team, enter from North edge (Hex B) on first turn.

Soviet: 0800 from South edge (Area 3): 1/1, 3/T, 3x Hind-D, AA Plt (2x SA-13, 2x BTR-60, 1x ZSU23/4), MRB1 Units (2x BTR-60, AG Plt, Mortar Plt)

### Victory Conditions:

US: Destroy all of 3/T and 1/1

Soviet: Other than the above.

## 2. Deliberate Attack

Map Area: Map A (all), (Map B, all)

Start: 0800

End: 1000 (7 Turns)

Set Up Order: USSR, US (none)

### Set Up:

US: None

Soviet:

1/1, MRB1 Units (2x BTR-60, Mortar Plt, AG Plt), AA Plt (SA-13 Tm, BTR-60, ZSU23/4) w/15 A30.22 (B40.16), A36.16 (B30.24), A41.07 (B18.10) and/or A41.25; 3x Hind-D anywhere on map; 15 Minefields and units may be dug in with any of the above ground units.

Reinforcements:

US: All, enter via North map edge (via areas 4 and/or 5)

Soviet: None

### Victory Conditions:

US: Have a unit in at least one hex of Al Hamidiya (Marnach) and Al Murassas (Reuler) with no Soviet units in their hexes.

Soviet: The opposite of the above is true.

Draw: Neither side can claim both features.

## 3. Night Attack

Map Area: Map A (all), (Map B, all)

Start: 2300

End: 0300 (5 Turns)

Set Up Order: USSR, US

### Set Up:

US: May set up anywhere north of the Border, exclusive. (Anywhere south of xx.05, exclusive)

Soviet: Same as Co/Tm Scenario 2

### Reinforcements:

US: Any units held off in the initial set up may be brought on via the North map edge on the 2300 turn. (Via areas 4 and/or 5)

Soviet: None

### Victory Conditions:

US: Be the only player with units in Al Hamidiya (Marnach)

Soviet: Be the only player with units in Al Hamidiya (Marnach)

Draw: Neither of the above is true.

## 4. Battle Position Defense

Map Area: Map A (all), (Map B, all)

Start: 0800

End: 1200 (14 Turns)

Set Up Order: US, USSR (none)

### Set Up:

US:

All w/15 A31.15 (B29.23) may be dug in and 15 Minefields are available.

Soviet: None

### Reinforcements:

US: None

Soviet:

All Soviet units in the game (player may stagger or otherwise control entry) enter via South map edge (areas 4 and/or 5) beginning at 0800.

### Victory Conditions:

Soviet: Destroy 60% of US Vehicles (not counting Helicopters) and exit the North (North) map edge with all remaining troops on or before the last game turn.

US: Avoid Soviet conditions.

## 5. Defense in Sector

Use the same information as Co/Tm Scenario 4 except:

Map Area: Both Maps A and B are used (same)

Set Up Order: US, USSR (none)

### Set Up:

US:

Same as #4, except may be located on either map

North of B40.xx (Bxx.10), exclusive.

**Victory Conditions:**

Soviet: Exit 50% of T-80's via North map edge (North map edge) by the end of the game.

US: Avoid Soviet conditions.

## 6. Breakout from an Encircled Position

**Map Area:** Map A (all), (Map A, all)

**Start:** 0800

**End:** 1000 (7 Turns)

**Set Up Order:** USSR, US

**Set Up:**

US:

All w/i 8 A30.16 (A28.18)

**Soviet:**

All at or beyond 15 of A30.16 (A28.18)

**Victory Conditions:**

US: Burst through Soviet line and exit off any map edge with at least 50% M1A1's and M2's.

Soviet: Allow no more than 20% of the above to escape.

Draw: More than 20% but not 50% escape.

## Nato Scenarios

The following are provided for players who own the game **Bloody 110th** and want to use those maps as "typical" European terrain so as to recreate potential Nato combat actions. Each scenario below creates a probable mission type for a Mech Task Force in that combat environment. For players who do not own the above game, game maps are available separately from **The Gamers**.

### Standard Rules for the Nato Scenarios

1. **Bloody 110th** weather and weather tables are used for all scenarios.

2. **Force Eagle's War** allotments of aircraft, artillery, CB and EW points remain in use. Artillery ammunition is as per Scenario 1, "Force Eagle's War."

3. Air sorties may be dispensed with, if desired, and not used. US air is always considered to be released.

4. Station Times are always zero. Chem is always considered to have been used.

5. Variants may be used if desired (barring the Missouri, of course!) but must be examined in the context of the given scenario to determine suitability.

## 1. US Zone Defense

**Map Area:** Maps A and B (all)

**Start:** 0500 16 December

**End:** 2400 16 December (36 Turns)

**Set Up Order:** US, USSR(none)

**Minefields Available:** US has 25, which may be set up.

**Dug In Status Available:** US only may be dug in at start.

**Set Up:**

US:

C Company, 1/E w/i 12 Grindhausen; D Company, 2/E w/i 10 Marnach; A Company w/i 10 Munshausen; Scout Plt w/i 10 Fischbach; 4x AH-64, AVLB w/i 20 Reuler; Eagle HQ (2x M2), Mortar Plt, ADA Plt with any of the above.

US off map area for Helicopter recovery is via Hex B.

**Soviet:** None

**Reinforcements:**

These may enter via Areas 1 to 4 (as predetermined). Soviet player may use up to two adjacent areas for entry. Area used is the exit point for Soviet Helicopter recovery.

**0500:** Recon Plt, Hind-D Sqdm

**0600:** 1/T, 2/T, 3/T, 2x ZSU23/4

**0700:** Remainder of Soviet Units

**Victory Conditions:**

Soviet: Exit all three T-80 Companies via Entry Hex B by 1200 (inclusive). Each T-80 Company must have at least 4 T-80's.

US: Soviet player fails to accomplish the above by 2400 16 December.

Draw: Other than the above.

## 2. Battle Position Defense in Depth

**Map Area:** Maps A and B (all)

**Start:** 0500 16 December

**End:** 2400 16 December (36 Turns)

**Set Up Order:** US, USSR(none)

**Minefields Available:** US has 25 minefields which may be set up.

**Dug In Status Available:** US, only, at start.

**Off Map Areas for Helicopters:** US: via Entry Hex A. Soviet: via Areas 4 or 5.

**Set Up:**

US:

A, C, D, E Companies, Scout Plt, 4x AH-64, UH-60 Sqdm, AVLB, Mortar Plt, ADA Plt, Eagle HQ (2x M2) anywhere on either map, but North of Bxx.15 (exclusive).

**Soviet:** None

**Reinforcements:**

Soviet:

(These may enter via areas 3, 4, or 5. Only one area may be used for the entire game.)

**0500:** Recon Plt, Hind-D Sqdm

**0600:** 1/T, 2/T, 3/T, 2x ZSU23/4

**0700:** All remaining Soviet Units.

**Victory Conditions:**

Soviet: Exit 8x T-80's (or 12x BMP2's) off the North map edge no later than 1400 (inclusive).

US: Soviet player fails to accomplish the above by the end of the game.

Draw: Other than the above.

## 3. Scout Delay and Battle Handover

**Map Area:** Maps A and B (all)

**Start:** 0500 16 December

**End:** 2400 16 December (36 Turns)

**Set Up Order:** US, USSR(none)

**Minefields Available:** US: 25 which may be set up.

**Dug In Status Available:** US only at start.

**Off Map Areas for Helicopters:** US: Entry Hex A

Soviet: Areas 4 or 5

**Set Up:**

US:

Same as Nato #2 except Scout Plt is not set up and no US unit may be placed on Map B.

**Soviet:**

None.

**Reinforcements:**

US:

0500 via Areas 4 or 5 Scout Plt (all)

**Soviet:**

Same as Nato #2 except entry times are all pushed back one hour (i.e. 0500 becomes 0600)

**Victory Conditions:**

Same as Nato #2.

## 3b. (Variant) Heavy/Light Mix with Stay Behind Force

This variant is identical to Nato #3 above except that the US Set Up is added to as follows:

2/75 Rngr (all) set up anywhere on Map B.

## 4. An Armor Raid

**Map Area:** Maps A and B (all)

**Start:** 0500 16 December

**End:** 1000 16 December (10 Turns)

**Set Up Order:** USSR, US(none)

**Minefields Available:** Soviet: 15 which may be set up at start.

**Dug In Status Available:** Soviet only at start.

**Off Map Helicopter Areas:** US Areas 4 or 5

Soviet: Entry Hex A.

**Set Up:**

US:

None

**Soviet:**

1/1 anywhere on Map B; MRB 1 Units (all), AA Plt (2x SA-13 Tms, 2x ZSU23/4) anywhere on either map; PAL Truck w/i 5 of Fischbach.

**Reinforcements:**

US:

0500 Areas 4 or 5: A, B Companies, Eagle HQ, 2x Stinger Tms, 4x AH-64's

**Special Rules:**

The PAL Truck may never move or be destroyed by fire combat (only by overrun). It represents a Radar installation.

## Victory Conditions:

US: Destroy the PAL Truck (Radar) by armor overrun on or before the 0840 turn and return to entry areas 4 or 5 and exit the map on or before the 1000 turn with all remaining units.

Soviet: Avoid the above.

## 5. A Meeting Engagement

Map Area: Maps A and B (all)

Start: 0900 16 December

End: 1540 16 December (21 Turns)

Set Up Order: US, USSR

Minefields Available: None.

Dug In Status Available: Neither side at start.

Off Map Helicopter Areas: US: via Entry Hex A, Soviet: via Area 4.

Set Up:

US:

Scout Plt, 4x AH-64's w/i 15 of Fischbach.

Soviet:

Recon Plt, 4x Hind-D's w/i 15 of Dorscheid.

Reinforcements:

US:

0900 via North Map Edge (Map A): A, B, C, D Companies, ADA Plt, Eagle HQ

0940 via North Map Edge (Map A): AVLB, Mortar Plt, E Company

Soviet:

0900 via Area 4: 1/T, 2/T, 3/T, 2x ZSU23/4

0940 via Area 4: MRB1 and MRB2 (all), Remainder of AA Plt

Victory Conditions:

The side which, alone, exits at least 50% of its M1A1/T-80 vehicles off the opposite map edge by the end of the game wins. In all other cases, the game is a draw.

## Time Warp Scenarios

These scenarios are a product of my twisted imagination. In them, modern US and Soviet task forces are whisked away from the Mideast to refight WW2. Yes, I saw that movie, too. This time, however, they won't be whisked back again before testing the latest weapons against their WW2 counterparts. Consider this revenge for not getting to see the Japanese fleet come to grief at the hands of the USS Nimitz!

## Special Rules:

1. Station times are always zero. No off map area exists for refit and helicopters are destroyed when their station time expires.

2. No modern aircraft are available. Sorties are as per **Bloody 110th** only. Modern units may not spot for WW 2 artillery or mortar fires and vice versa. Batteries and ammunition records should be kept separately.

3. WW2 units are always in Low MOPP level and may never change it. Chem use is available.

4. Minefields and dug in status as per **Bloody 110th** scenario being played.

5. No restrictions are made on modern

unit movements due to a lack of knowledge of 1940's comic strips or movie stars. Nor is any change made in acceptance of modern US troops due to their Germanic helmets.

6. Only modern batteries may conduct counterbattery missions. WW2 batteries have no EW points to use.

7. Variants are allowed but must be carefully tailored to the "situation."

## 1. Task Force Eagle to the Rescue

Same as **Bloody 110th**, scenario 7 except the following:

1. Add to US artillery ammunition all ammunition and batteries for Force Eagle, scenario 1. Ammunition should not be mixed but kept as separate allotments for either time period.

2. Add to US Order of Arrival: 0700 via Entry Hex A: Task Force Eagle (all)

3. No change is made to the Victory Conditions.

## 2. Soviets into Confusion

This one is interesting because of the unique moral problem given the Soviet commander. Most likely his grandparents were lined up and shot by an Einsatzgruppen in the Ukraine in 1943...

Same as **Bloody 110th** Historical scenario 1 or 7, except the following:

1. Add Soviet artillery ammunition (Force Eagle scenario 1) and batteries to the game.

2. Add to the Order of Arrival: 0700 17 December via Area 4: Soviet Assistance Group (all)

3. On the turn of entry roll one die: 1-3 the German Player controls the Soviet units; 4-6 the US Player does so.

4. No change is made to the Victory Conditions.

## 3. Team Charlie Meets World War II

Same as **Bloody 110th** scenario 1 or 3, except for the following:

1. Add to the Order of Arrival: 0800 16 December via Entry Hex A: Team Charlie (all) as per Force Eagle scenario 6.

2. No modern artillery ammunition or batteries are used.

3. No Change is made to the Victory Conditions.

## Battle Notes

### "A Short History of Task Force Eagle"

When writing of the brief war on the West Bank of the Jordan, one must sift through much political-, ideological-, and security-induced murk and lies. This essay attempts to put those recent events in a clearer light, one that is with as little bias as possible. Needless to say, as I am an American, the US side of operations will be highlighted. Soviet information is limited to a few strictly "official" releases of dubious quality. A nearly complete black-out of Israeli information makes any attempt to describe their operations impossible. Within these limits, I will give a short history of the events before the war, causes of the

war, and the active operations of the war.

UN Resolution 873 was only passed with heavy pressure by the U.S. and U.S.S.R. above the protests of the Israelis. It mandated a release of the lands around the West Bank (held by Israel since 1967) in order to form a state to be called Palestine. This small country was to become a homeland for the displaced Palestinian Arabs. By February 1996, the Resolution was in full effect and the Palestinians from Syria, Jordan, the Gaza Strip and Lebanon moved to their new homeland.

Israel and Palestine were both reluctant to live by this agreement without some form of superpower peacekeeping forces. The US and U.S.S.R. obliged with each sending a small reinforced battalion/brigade to the region. The US force deployed on the Israeli; the Soviet one on the Palestinian side of the northern Palestinian-Israeli border. By March, both forces were entrenched and facing each other across the border. The relationship between the two forces was that of cautioned friendship. Casual and official contacts between the forces were maintained until Eagle's alert—at which time the Soviet Liaison Officer at Eagle's HQ was asked to leave.

In April 1996, the Palestinian parliament overwhelmingly approved a resolution claiming the final destruction of Israel as its national goal. To this end, the Palestinian state became a training and staging ground for countless hit and run teams who crossed into Israel to attack various installations and villages. Israel retaliated immediately with air strikes at the fledgling Palestinian Air Force and other targets. The Arabs replied in kind.

The US and USSR Task Forces faced each other in a region that was not very active in the kind of low level conflict that was occurring with increasing regularity further south. Aside from observing each others activities and the usual training, little occurred on their front; and, nothing occurred between them. This changed in June.

Abruptly, in June 1996, Palestinian activity in Task Force Eagle's sector increased tremendously. Their goal, it seems, was to make the US force seem impotent, and unable to control terrorist activities. Eagle's commander Colonel James G. Harris was bound not to interfere where the use of force was possible. He seethed under this restriction. As far as he was concerned, matters came to a head on June 25th, when a platoon size force of Palestinians attacked one of Eagle's outposts killing five and wounding twenty-two US servicemen. Still, the orders Harris received were to avoid conflict. Colonel Harris resolved to find something he could do about it.

Also on June 25th, a bomb planted in the Israeli Kinnasat exploded killing or wounding thirty of the members. Strangely, all thirty were the most dove-like of the entire parliament, the hawks being away at another function. The Hawks blamed the Palestinians for the deaths and mobilized the country. By July 1st, Israel was on total war footing and forward bases began to swarm with thousands of reservists who were moving closer to the Palestinian border.

On June 26th, General Yuri Tal, Commander of the Northern Israeli Force Command, met with Col. Harris to give his regards. What actually happened at this meeting is unknown, but at the end of it, Col. Harris gave his word that when Israeli forces attacked Palestine on July 3rd, Task Force Eagle would also attack in order to keep the

Soviet force from engaging the Israeli spearheads. Harris at no time discussed this decision with the Admiral in charge of the land and naval forces in the Mideast, with his superiors in the Pentagon, or the President. Higher US leaders do not find out about Eagle's attack until late on July 3rd (after a full day of fighting) and then only from the Soviets. At first, they reacted in disbelief.

Before going on to discuss the active operations of Task Force Eagle, one needs to examine the structure and equipment of the Task Force. Eagle was designed as a balanced mech-armor task force which gave it two tank companies, two Mechanized infantry companies, an anti-tank company, and a small complement of support, engineer, ADA, and aviation assets. It was also given a small artillery group. Eagle itself was made up of many smaller units (so as to distribute the load of the foreign tour over the entire army), none of which had ever worked together before. The few months before the outbreak of fighting was the only training time Eagle had ever spent as a unit. Col. Harris did, however, make good use of the time.

Since his decision to act, Harris had his staff working on multiple plans for the coming operations. His staff falsely believed the order for these had come from above and worked diligently to find the perfect plan. Eagle needed to strike rapidly from the border due south, down an ever thinning valley between two mountain ridges—a fairly rugged valley that allows many covered routes. At the bottom of this valley was the small city of Jenin. At that point, holding that city as the cork in the bottle, they would have succeeded in the task of keeping the Soviet force from entering the combat against the Israelis further south. The Soviet Assistance Group (Eagle's counterpart) was deployed across the entire mouth of the valley along the border opposite Eagle. By slicing through along the western ridge directly south, brushing Soviet troops aside to their left, Eagle would win the race to the pass and town. Without access to this exit, Soviet forces would be completely unable to join the Palestinian Army further south.

On July 1st, as the overall situation continued to heat up, Harris requested reinforcements. The President decided to send the only rapid reaction force he could count on at the time, the current Ranger Ready Force (RRF). This was the 2nd Ranger Battalion which was usually stationed at Ft. Lewis, Washington. It was, however, then deployed in Spain for mountain training. These troops were quickly loaded onto nine C-141 transport aircraft and sent to Israel. They arrived at 0230 July 2nd. Col. Harris greeted them at the airbase and met with LTC Higgins, the ranger commander, to tell him of the expected operations.

When the Rangers were added to his forces, Harris pondered what their role in this attack would be. As they were true light forces, even after being augmented by troops from their regimental HQ (extra mortars, stinger crews, and HMMWV's with TOW's), they were extremely fragile in the high intensity mech battle with which they might become involved. Harris decided there were only two ways he could use them effectively: as a direct augmentation of his ground force, or as a blockage force to hedge his bets on getting to Jenin first. In the former role, the Rangers would be unable to exercise their unique capabilities and would have little weight to add to Eagle's armored fist. In the latter use, they could either fly by helicopter directly to

Jenin or conduct an airborne drop in the areas around the town. LTC Higgins was in favor of the last mentioned. Flying over the battlefield in helicopters to Jenin would entail a greater risk, he felt, than the confusion and weakness of his rangers in an airborne drop. C-141 transports could literally fly around the battlefield and approach their DZ's from the east. Higgins, of course, had the problem of his HMMWV TOW's. These could either attempt to drive from Eagle's Line of Departure on the ground, which would be very risky, or be dropped with heavy cargo parachutes from three C-5A Galaxy transports in the same air drop as the rangers themselves. Higgins favored the latter course, as he would have his TOW's at the same time as he arrived (with the potential damage of them), as opposed to the late arrival, with loss, by the ground method.

Harris decided the best course of action lay in dropping the rangers south of Jenin, with their TOW's, with the mission of entering and holding the town until the rest of Eagle linked up with them. They were to allow no Soviet troops to pass them on their way south. The remainder of Eagle was divided into five teams: each of the first four (Teams Alpha, Bravo, Charlie, and Delta) would be mixed tank and mech infantry from the four tank and mech infantry companies. Each team would have two platoons of one type and one of the other. Teams Alpha and Bravo would be tank heavy, Charlie and Delta would be mech heavy. Each team was to be commanded by the company commander of the same letter designation. The last team was to be Echo company, the anti-tank company, which would be intact. The Engineer platoon would be assigned to Team Bravo and the ADA platoon divided up among the first four teams. ADA assets were fairly weak, with no tracked Vulcans or missile systems available. Mortar and Scout Platoons were held under Task Force control. Priority of artillery fires went first to Team Alpha, then Bravo and then to the Rangers. Eagle's limited aviation assets, one attack and one utility squadron, were under Task Force Control. Any Air Force support would be used as it came available when the firing started and Harris could bring Air Force officers into his scheme.

Eagle, like its Soviet counterpart, was between 70 and 85% of TO&E strength.

Opposite Eagle's axis of advance was one Motorized Rifle Battalion and a Palestinian Border Post. The Palestinians could be discounted as a viable force. The MRB is now, but wasn't then, known to have been reinforced by a tank company. Also, unknown to Harris, was the extensive rear echelon stationed in Jenin itself. It was these troops that caused such heavy loss to the Rangers when they attempted to take Jenin on the morning of July 3rd. A second MRB and two tank companies were stationed east of Eagle's left boundary, and it was these forces that Harris wished to cut off from exiting his battle area to move to the south. The Israelis would fight their own war, Harris wanted to nullify any superpower interference.

Action of the two day war started at midnight on the night of July 2nd-3rd when the Israeli airforce destroyed the tiny Palestinian airforce on the ground. Israeli armored forces crossed the border just after the airstrike. Task Force Eagle, which had been on full alert since the morning of July 2nd, began moving toward the border from its assembly areas at 0245 3 July.

The first American troops in action in

this battle were LTC Higgins' Rangers. The air transports carrying them left their bases at 0230, and swung in a wide arc across southern Syria and Jordan to approach their drop zones from the east. The aircraft flew as low as possible to avoid radar contact and lifted to a low jump altitude at the last possible minute. Disaster hit at that moment in the form of Soviet anti-aircraft missiles. All except one company of the ranger battalion was destroyed in the air before participating in any ground combat, including all of the TOW vehicles. The remaining rangers, Company A 2-75th, assembled in scattered areas south of Jenin under fire from several ZSU-23/4's and other Soviet vehicles. By morning, their remnants had retreated to the top of a small ridge south of Jenin with their only real contribution being the destruction of three passing T-80 tanks with Dragon missiles. LTC Higgins died in the air disaster.

Task Force Eagle crossed the border/Line of Departure (LD) at 0300 and its problems started immediately. Preliminary bombardments by Eagle's MLRS battery caused some casualties in the Soviet line, but the results were disappointing. Using thermal sights and plenty of smoke, Eagle's lead element (Team Alpha) took up a successful overwatch position and destroyed a number of BMP's. Shortly after the initial fighting began, Soviet tank units began pouring into the fight from Jenin and Col. Harris decided that the Soviets must have been alerted to his possible attack. Indeed, the Soviets had determined that the attack would happen before it had actually began.

Eagle's thin axis of advance stopped dead in its tracks. Covered with smoke, Team Bravo couldn't advance without great risk of loss. Team Alpha had done all it could from its position and couldn't continue the advance. Momentum had died. It was then, around 0600 the true stars of the campaign began to make their presence felt—the attack helicopters.

Around 0600, Harris released the AH-64's to "see what they could do..." Almost immediately they tipped the balance in the forward combat area. A BMP company rushing in from the east was destroyed by them instantly upon entering the combat zone. The attack helicopters jumped from concealed position to concealed position only raising to fire when cued by their observation helicopters. The same positioning of the Soviet air defenses that destroyed the rangers, left the forward units bare. With only one helicopter loss (before, that is, they tangled with the Soviet Hinds), the AH-64's accounted for the majority of kills on that first day.

Aided by the AH-64 firepower, Team Bravo could again advance. About 0800, after only a short gain, Team Bravo ran into an ambush. Soviet Hind-D's and T-80's had moved into position just out of sight of the US helicopters and destroyed 35% of Bravo's tanks and Bradley's. Team Alpha attempted to move into a supporting position, but was also bloodied. Meanwhile, Teams Charlie and Delta began to follow-up the axis of advance, being careful to remain out of the fighting until committed. Eagle's HQ grappled with the dilemma of regaining forward movement. No word had been received from the rangers, so Harris did not know of their fate. Harris ordered Team Bravo out of the lead, and replaced it with Team Charlie. The AH-64's were sent hunting their counterparts (an action that destroyed, for practical purposes, both side's helicopter forces.)

Team Charlie conducted a passage of lines through what was left of Bravo, under the watchful support fires of Alpha and Echo company, and immediately ran into a minefield. Without room to maneuver around the obstacle, Charlie set about breaching. At that point, a heavy Soviet artillery concentration fell upon Team Charlie (fired to cover the withdrawal of the T-80's) which was mixed with chemical rounds. A low spray of an almond smelling, sticky liquid settled among the rocks and shrubs in and around Charlie. It was a blood agent. Those who survived have related a scene of panic as men scrambled to don protective clothing and masks. The majority failed to do so adequately before being contaminated. With their dismounts breaching the minefield, the Bradley commanders decided to open their vehicles to the agent to allow the men to re-enter. The vast majority of Team Charlie was placed out of action for the rest of the battle. All of Force Eagle donned full protective clothing.

Team Delta, the only unscathed maneuver element of Eagle, was released into action. It was 1300 3 July. Harris deluged the battle area with smoke and sealed off part of it with a FASCAM minefield, and then sent Delta, with the Scout platoon in the lead, directly through the minefield Charlie had been breaching. The Scouts, who had finally caused the surrender of the Palestinian Border Post, arrived with Delta and the mine-rollers mounted on their Bradleys were invaluable in clearing a lane through the mines. Team Alpha followed Delta through the breach.

At nightfall, 3 July, Force Eagle stood poised at the passes that led into Jenin. Having spent half of the blistering day in full protective gear, Harris couldn't see pushing his men to take the town that night, but, instead, set up a laager defense to await a morning attack into town. During the night, the Soviets made a number of attacks against the laager from the north. These attacks failed each time mainly due to superior US night vision capabilities. Company executive officers, under the task force XO and S4, attempted to bring in Eagle's LOGPAC, but failed due to insufficient escort and had to turn back. Weak in numbers and supplies, Task Force Eagle, now at less than 50% strength, looked with anxiety to another day of combat.

The Soviets, as we have seen, were prepared for the attack. They too had lost heavily on the first day of the fight, but had managed to send one nearly full tank company and a Motorized Rifle Company south to help the Palestinians. Unknown to Eagle, remaining Soviet air assets were completely diverted to the Palestinian war further south. US air had made a weak appearance in the first day, after Harris had pleaded with the airforce for help.

During the night, Team Bravo was consolidated into Alpha and what was left of Charlie (after they had finally finished decontaminating themselves) into Delta. Echo company, and battalion mortars and scouts were basically intact. Two AH-64's remained after battle losses and mechanical failures took their toll. Artillery ammunition was very low, especially in smoke (very low) and MLRS (all expended) rounds. Eagle's chemical stocks had yet to be used.

The Soviets had their forces cut into three parts: those north of the Americans, those in and around Jenin, and those that had exited to the south. Of these, those in Jenin were the weakest.

At dawn on July 4th, Eagle's attack began into Jenin. Team Alpha attacked into the town

quickly, with Echo as fire support, while Team Delta provided rear protection. By 0700, these troops held the town and had, at last, linked up with the crippled remnants of the ranger battalion. Team Delta was savagely attacked from the north as soon as the light was strong enough to negate the US night vision advantage.

Delta's Bradley's, later supported by some of Echo's ITV's, destroyed vehicle after vehicle the Soviets threw at them, but with heavy loss to themselves. US artillery lobbed in a large number of chemical rounds, necessitating Eagle's second day in full protective gear. By 1300, all Soviet attacks had ceased. Delta had lost all except two of its Bradley's. Echo lost five of its ITV's to fire and one to a vehicle accident in which a top heavy ITV had rolled over.

After about 1600 4 July, firing had stopped all around the US position. The first provisions of the war reached Eagle at 1645 by UH-60 helicopter. Even so, Task Force Eagle's ammunition stocks, especially of artillery ammunition, had been exhausted. At 1800, word reached COL Harris that the Palestinians had capitulated to the Israelis. With it came a helicopter bearing the US Ambassador to Israel and his Soviet counterpart, both of whom demanded an immediate cease-fire. Harris obeyed at once and was relieved of his command. Thus ended Force Eagle's Two Day War.

COL Harris was later tried and convicted of exceeding the boundaries of his authority and misuse of government equipment. A higher charge of mutiny was dropped due to public pressure.

## Designer's Notes

The first question in everyone's mind about this game, it seems, is "why?" Why is this situation used? The answer is, actually, fairly simple. First, after my experience with the *Civil War, Brigade Series*, I was loath to lead a series with a game that didn't make full use of the series rules. That meant the game had to use the new artillery rounds, thermal sights, reactive armor and the like. Since none of these items has really been used in historical combats, a hypothetical war was the only way to go. Then one runs into the problem that modern mechanized warfare just doesn't happen in most areas of the world (combat with light infantry forces does), so the range of possible modern mech combat areas is limited. The first place we looked was, of course, the NATO front. This area was ruled out for two reasons. First, events are now daily lowering the likelihood of such a conflict (thankfully.) Second, any postulated NATO war would be incredibly unit intense, requiring many counters and large map areas. Sure, it may be possible in the future to put out some games on such topics, with lots of counters and maps, but for now I must keep my ideas within economic reality. It seemed the only way to go was the clash between Expeditionary forces you see in Eagle. Certainly, upon close examination of the events involved, one can see that it is not really all that far-fetched a situation. I hope you can bear with its "fictional" nature and enjoy this game.

As an aside, you may notice a predilection in favor of the Ranger Battalion. While this is, I believe, a fairly accurate simulation of this fine unit, it does show a certain bias. That bias, for which I hope you will forgive me, is because I had the privilege and honor of serving in that battalion in

the early 1980's. It is, let me tell you, an earned bias.

The inclusion of both heavy and light forces in the game was intentional. The US Army went deeply into the "light infantry concept" about five years ago, and I wanted players to have the opportunity to see for themselves how light and heavy forces can (can't) integrate on the battlefield based on their actual capabilities and limitations (and not on some mythical "spirit of the bayonet" or some other such nonsense.) I hope you will experiment to find out.

FAADS was a late addition to the game. While still in its planning stages and with limited hard information, I still felt its inclusion was needed so players could see how it might work. It has a rather severe effect on play so I will caution you to take care when you use it. In the same vein, I will caution the use of many of the variants—especially those which add firepower. The modern battlefield is a deadly place, as you can see in the game, and any more firepower and it will be very hard to keep units alive until the end of play!

Be sure to use the "Miller Tables" when firing the BM-21 Battalion, or expect to spend several hours on each fire mission. You will very quickly note the overabundance of predicted smoke markers you need for the Battalion fire—any convenient system you devise to get through this is perfectly acceptable. Let me know what you come up with. Needless to say, a 720 round fire mission is a big project no matter what happens. Choose this variant to see what happens, and probably not for serious play. Especially so since almost all units in a six hex radius of the impact will evaporate into thin air. It's a sight to see and breeds a lot of respect for massive volumes of fire!

Players are encouraged to take a careful look at the effect of MICV's and their dismounts. Our army, and others, has spent much time and money developing and encouraging the MICV concept. Players should observe how easily these MICV's are destroyed and how "infantry weak" are their dismounts. A Bradley company has only 60 infantrymen on the ground when at full strength. That's two normal size platoons. The vehicle crews eat up the rest. My personal belief, which is borne out by play, is that these so-called infantry companies are dreadfully weak—even with their fancy MICV's. The MICV's TOW/Spandrel capability, however, is a massive mark on the plus side. Players can determine for themselves if the infantry weakness is a problem or not.

Since I believe this system to have a good balance between infantry and armor weapons (i.e. its neither a "tank" or "infantry" game, but both), I feel the results of combats in the system can be taken as a good measure of the capabilities of the combat "systems" involved. The "super-tank" theory doesn't hold up well here and the field is often littered with dead T-80's and M1's. The Rangers, as a light force, come off rather well because they have many more steps from which they can take losses. Losses can rack up quickly here if a force is misused or used in a way inconsistent with their design. These, I believe, are all good things.

The "extra" scenarios (those using the *Bloody 110th* maps) are completely my "fault." I wanted to include some NATO type fighting with European terrain. The other game could supply such maps. Needless to say, it wasn't a great leap of imagination to also include scenarios which di-

rectly integrate the WWII and Modern games. It is, admittedly, a great deal of fun to watch M1's tear apart a German Panzer Division. It gives players a good feel for the advances in weapons that have occurred in the last 50 years or so. They do make for fun solitaire games!

As this game progressed, I found myself with a very great number of scenarios. I wanted to include as many scenarios as possible, so players could have many options to play, but some began to seem too much like others. The "NATO Scenarios" are simply typical missions a mech task force may be given. The Soviet entry onto the map is roughly guided by Russian doctrine. I have culled down the number of scenarios to only those that were the most interesting. The "Company Missions" exist to satisfy gamer needs for quick and dirty games to play when time and space are short. They also reflect my feeling that the space allotted to Force Eagle, for operations, is quite narrow and short, so the map space fits a company mission better.

Players may find it unusual that it is possible for both players to "win." This is because they are to meet their commander's intent, which may or may not dovetail exactly with their opponent's. It is rather hard in Force Eagle to pull this off, as players are balanced against each other in points somewhat, so I do not worry about it much. I was concerned that players would be confused by such a result, so I wanted to address it here. Obviously, if the two forces were in the defense facing each other, with an "effective defense" as their higher intent, both sides would win if they ignored each other. I will not give you that clear-cut a situation but will make sure that some conflict between the forces exists.

Late in the design process, the US Army decided to reorganize its Bradley platoon. Before, each Bradley platoon consisted of four M2's carrying three "squads" with each squad consisting of a six man dismount element. The last Bradley contained the platoon HQ (PL, RTO, FIST Team, M60 MG's). This organization has been changed to each M2 carrying a 6 man team and these four teams being divided into two sections (each of 12 men.) Therefore, the game give you 4 teams in a Bradley platoon. This gives the platoon a total of 4 steps (not counting the Bradleys.) Meanwhile, Soviet rifle platoons retain their three squad organization (giving them 6 steps per platoon.) I had a difficult time deciding whether the Bradley teams should be two step units. This would give the platoon the resilience I wanted (each team could take some punishment before disappearing), but led to an unsatisfactory eight steps per platoon. I feel the Bradley team is cheated with only one step, but gets too much with two steps. They should have something like 1.5 steps. Players should feel free to try the game with each Bradley team equal to 2 steps to see which "feels" better.

Last, as you can see, the artillery ammo amounts in the game are quite skimpy. In the "historical" situation, this is reasonable because of the nature of the conflict. The two forces went in with what they had, which was something less than the correct basic weapon load. Also, it is assumed that budget restrictions would affect the composition of the basic loads—giving more HE and smoke and less fancy stuff (the MLRS battery is given a token allotment of one fire per launcher which, no doubt, looked very good on a cash basis.) Artillery ammunition in any future high intensity war will be

a precious commodity and I believe the game accurately reflects this by making players much more conservative in their use of shells. For players who want to play around with the game's artillery allotments, as additional what if's, the following is the authorized basic load for the batteries involved:

**105mm:** HE:58 Illum:4 Smoke:6 ICM:46  
**155mm:** HE:18 Illum:5 Smoke (actually WP):5  
 DPICM:140 FASCAM:9  
**MLRS:** DPICM:81 (9 shots per launcher!)

**122mm:** Your mix of round types, total of 40 battery fires in basic load.

## Organization and Equipment Of Forces

The following is a listing of all units in Force Eagle's War, their composition and the abbreviation of their organization as listed on the counter.

**Task Force Eagle**  
 Eagle HQ (Eagle HQ) 2x M2, 1x AVLB, 2x ADATS (optional), 1x FOG-M (optional)  
**Task Force Assets:**  
 Mortar Platoon (Mortar) 6x 4.2" Mortar Vehicle (optional: replace the above with 6x 120mm Mortar Vehicle)  
 ADA Platoon (ADA) 3x Stinger Team, 2x 20mm Towed, 3x Humvw  
 Scout Platoon (Scout) 3x M3 w/mineroller, 3x Infantry Teams  
**Task Force OPCON:**  
 AH-64 Sqdm (AH-64) 6x AH-64  
 UH-60 Sqdm (UH-60) 6x UH-60

**A Company**  
 Company Assets (A Co) 1x M1A1  
 1st Platoon (1/A) 4x M1A1  
 2nd Platoon (2/A) 3x M1A1  
 3rd Platoon (3/A) 3x M1A1

**B Company**  
 Company Assets (B Co) 2x M1A1  
 1st Platoon (1/B) 4x M1A1  
 2nd Platoon (2/B) 3x M1A1  
 3rd Platoon (3/B) 3x M1A1

**C Company**  
 Company Assets (C Co) 1x M2  
 1st Platoon (1/C) 4x M2, 4x Infantry Tm  
 2nd Platoon (2/C) 4x M2, 4x Infantry Tm  
 3rd Platoon (3/C) 4x M2, 3x Infantry Tm

**D Company**  
 Company Assets (D Co) 1x M2  
 1st Platoon (1/D) 4x M2, 4x Infantry Tm  
 2nd Platoon (2/D) 4x M2, 4x Infantry Tm  
 3rd Platoon (3/D) 4x M2, 4x Infantry Tm

**E (Anti-Tank) Company**  
 Company Assets (E Co) 2x ITV  
 1st Platoon (1/E) 3x ITV  
 2nd Platoon (2/E) 3x ITV  
 3rd Platoon (3/E) 3x ITV

**US Strategic Reserve**  
 (nominally under Task Force Eagle's control)  
 2/75th Ranger Battalion  
 Battalion Assets (2/75R) (from Ranger Regiment) Recon Platoon (Recon, 2/75R) 1x Motorcycle Recon Plt  
 AT Platoon (2/75R) 4x Humvw w/TOW2  
 ADA Platoon (2/75R) 3x Stinger Tm  
 Mortar Platoon (2/75R) 1x 81mm Mortar Plt  
**A Company (A/2/75R)** 1x 90mm RR, 1x 60mm Mortar Plt, 3x Infantry Plt  
**B Company (B/2/75R)** 1x 90mm RR, 1x 60mm Mortar Plt, 3x Infantry Plt  
**C Company (C/2/75R)** 1x 90mm RR, 1x 60mm Mortar Plt, 3x Infantry Plt

**Soviet Assistance Group**  
 Group HQ  
 Recon Platoon (Recon) 3x BMP2, 4x BRDM2  
 AA Platoon (AA) 3x BTR-60, 4x SA-13 Tm, 4x ZSU-23/4  
 Hind Sqdm (Hind-D) 6x Hind-D  
 Tank Battalion (T)  
**1st Company**  
 Company Assets (1/T) 1x T80  
 1st Platoon (1/1/T) 3x T80  
 2nd Platoon (2/1/T) 3x T80  
 3rd Platoon (3/1/T) 2x T80

**2nd Company**  
 Company Assets (2/T) 1x T80  
 1st Platoon (1/2/T) 3x T80  
 2nd Platoon (2/2/T) 3x T80  
 3rd Platoon (3/2/T) 3x T80

**3rd Company**  
 Company Assets (3/T) 1x T80  
 1st Platoon (1/3/T) 3x T80

2nd Platoon (2/3/T) 3x T80  
 3rd Platoon (3/3/T) 3x T80

**1st Motor Rifle Battalion (MRB1)**  
 Battalion Assets (MRB1) 1x Auto Grenade (AG) Plt, 4x AT3 (Sagger) Tm, 1x 120mm Mortar Plt, 1x BMP2, 4x BTR-60

**1st Company**  
 Company Assets (1/1) 2x BMP2  
 1st Platoon (1/1/1) 3x BMP2, 3x Infantry Sqd  
 2nd Platoon (2/1/1) 3x BMP2, 3x Infantry Sqd  
 3rd Platoon (3/1/1) 3x BMP2, 3x Infantry Sqd  
 Machine Gun Platoon (MG/1/1) 2x MG Sqd

**2nd Company**  
 Company Assets (2/1) 2x BMP2  
 1st Platoon (1/2/1) 3x BMP2, 3x Infantry Sqd  
 2nd Platoon (2/2/1) 2x BMP2, 2x Infantry Sqd  
 3rd Platoon (3/2/1) 2x BMP2, 2x Infantry Sqd  
 MG Platoon (MG/2/1) 2x MG Sqd

**3rd Company**  
 Company Assets (3/1) 2x BMP2  
 1st Platoon (1/3/1) 3x BMP2, 3x Infantry Sqd  
 2nd Platoon (2/3/1) 2x BMP2, 2x Infantry Sqd  
 MG Platoon (MG/3/1) 2x MG Sqd

**2nd Motor Rifle Battalion (MRB2)**  
 Battalion Assets (MRB2) 4x BTR-60, 4x AT3 Tm, 1x 120mm Mortar Plt, 1x AG Plt

**1st Company**  
 Company Assets (1/2) 2x BMP2  
 1st Platoon (1/1/2) 2x BMP2, 2x Infantry Sqd  
 2nd Platoon (2/1/2) 2x BMP2, 2x Infantry Sqd  
 3rd Platoon (3/1/2) 2x BMP2, 2x Infantry Sqd  
 MG Platoon (MG/1/2) 2x MG Sqd

**2nd Company**  
 Company Assets (2/2) 2x BMP2  
 1st Platoon (1/2/2) 3x BMP2, 3x Infantry Sqd  
 2nd Platoon (2/2/2) 2x BMP2, 2x Infantry Sqd  
 3rd Platoon (3/2/2) 2x BMP2, 2x Infantry Sqd  
 MG Platoon (MG/2/2) 2x MG Sqd

**3rd Company**  
 Company Assets (3/2) 2x BMP2  
 1st Platoon (1/3/2) 3x BMP2, 3x Infantry Sqd  
 2nd Platoon (2/3/2) 2x BMP2, 2x Infantry Sqd  
 MG Platoon (MG/3/2) 2x MG Sqd

**Palestinian Border Command**  
 511 2nd The Field Marshal's Own, Allah's Left Leg, and the Fighting Desert Lion's 5th Constabulary (Light Hussar Provisional Raiders) (PAL/Border) 2x Infantry Plt, 1x Truck

Rules Questions or  
 Comments???

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