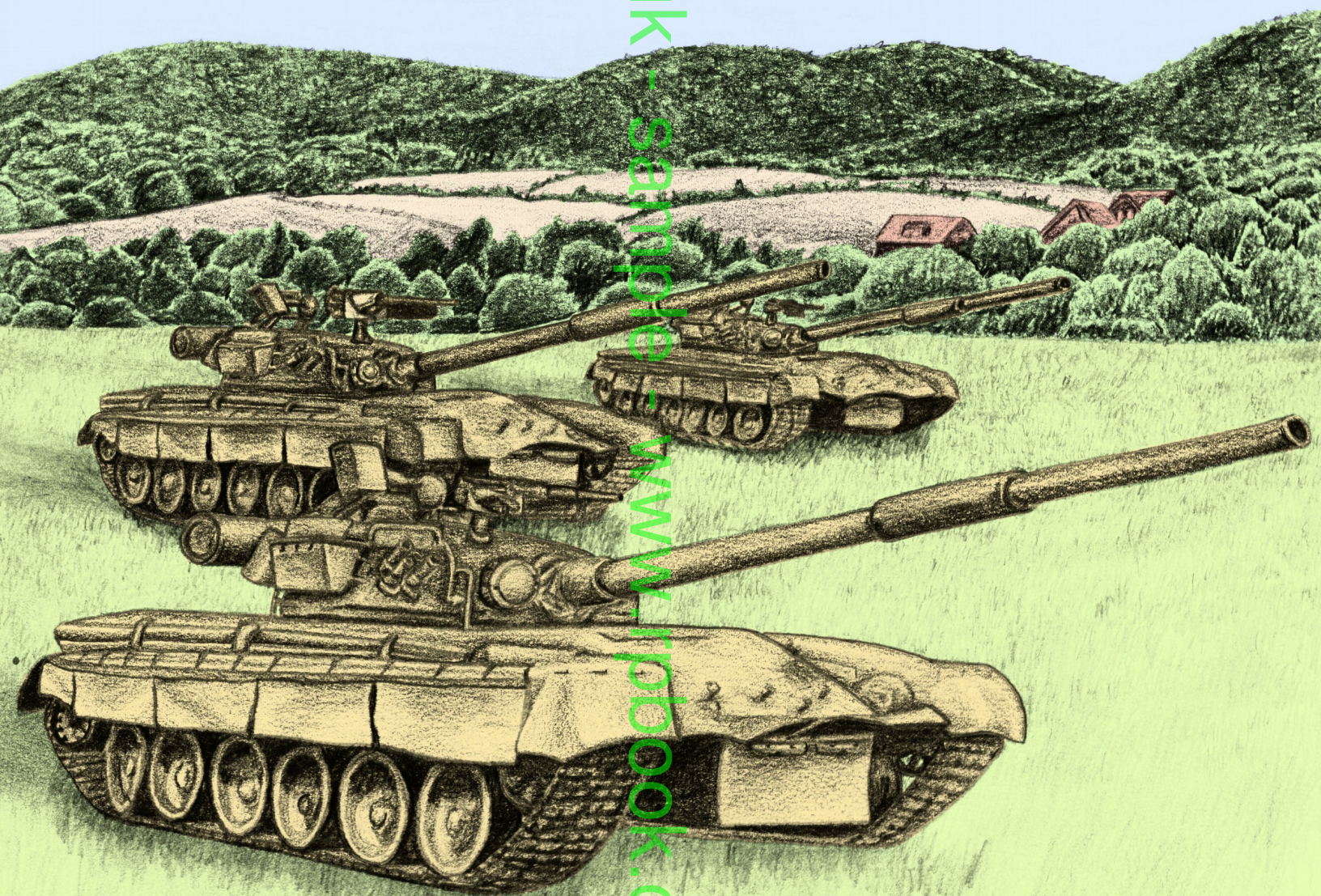


The Bear Marches West

12 Scenarios for 1980s

NATO vs Warsaw Pact Wargames



Russell Phillips

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12 SCENARIOS FOR 1980S NATO VS WARSAW PACT WARGAMES

RUSSELL PHILLIPS

COVER ILLUSTRATION AND MAPS BY AOIFE BROWN

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Introduction

We will do all we can to insure peace... but if war is imposed upon us we will be together shoulder to shoulder as in the last war to strive for the happiness of mankind.

- Marshal of the Soviet Union Georgy Konstantinovich Zhukov

These scenarios are all set during a fictional war between NATO and the Warsaw Pact during the 1980s. They are based on battles depicted in three novels: *Red Army* by Ralph Peters, *Team Yankee* by Harold Coyle and *Red Storm Rising* by Tom Clancy. For each scenario, a short introduction gives the battle's context and weather conditions. Deployments are described and the forces listed. Maps are included, but players should feel free to adapt them to the terrain they have available.

The scenarios are designed to be sufficiently generic that they can be used with any rules set. Consequently, players may need to modify the forces in order to create a balanced game. Most rules include a points system, and this should be used to adjust the forces to ensure that they are reasonably well balanced for the rules that are to be used.

The forces given in the main text are based on the forces described in the novels. An appendix, written by U.S. Army officer Glenn Dean, presents modified force lists for several of the scenarios, based on real-world organisations of the time.

Note that some scenarios list large numbers of vehicles. Although the force lists give numbers of actual vehicles, these scenarios are intended for use with rules that use a single model to represent a platoon or larger formation. Numbers of actual vehicles are given to give players maximum flexibility, so that they can use the guidance in their preferred rules to calculate the models needed.

Kryshinin's Canal Crossing

On the first day of the war, a reconnaissance patrol detached from Captain Kryshinin's divisional forward security element has found a tunnel under a canal, high and wide enough for tanks to pass through. The rest of Kryshinin's forces join the patrol just as NATO forces arrive to recapture the crossing.

MAP



The road tunnel passing under the canal is high and wide enough for tanks to pass through it. The canal banks can be climbed by vehicles and infantry, but they are too steep for vehicles to take up hull-down positions behind them. The buildings to the west of the tunnel are farm buildings, with a wall enclosing the complex.

WEATHER

Light drizzle. Good visibility.

DEPLOYMENTS

The Soviet units should be deployed first. They may deploy up to half of their forces up to 500m west of the canal, with the rest to the east of it. None of the units are in prepared defensive positions.

NATO forces enter from the western table edge.

SOVIET FORCES

1x Motor-Rifle Company

1x BMP-2 (command vehicle)

3x Platoons, each with 3x BMP-2

1x Detached Motor-Rifle Platoon

3x BMP-2

1x Tank Platoon

3x T-80B

1x Self-Propelled Howitzer Battery

6x 2S1 122mm self-propelled howitzers

1x SAM Platoon

3x SA-13 Gopher

1x Anti-Tank Platoon

3x BRDM-3

1x Air Support Officer mounted in a BTR-80K

1x Forward Artillery Observer mounted in a BTR-80K

1x Air Support Mission on call

2x ground attack aircraft with fuel-air explosives

1x Attack Helicopter Flight. Enter table from eastern edge on a turn determined by rolling 2D6

2x Mi-24 Hind

NATO FORCES

1x Dutch Tank Company

1x Leopard II (command vehicle)

4x Platoons, each with 4x Leopard II

1x West German Anti-Tank Helicopter Flight

4x PAH-1 helicopters with HOT ATGM

1x Dutch Off-Table Artillery Battery

6x M109 155mm SP guns

OBJECTIVES

The Soviet forces need to hold the crossing until the rest of the division's advance guard arrive (around turn 12).

Check and Checkmate

After taking the hills codenamed Log and Link, Team Yankee have to hold onto them until reinforcements arrive.

MAP



WEATHER

Fine weather, starlit night.

DEPLOYMENTS

U.S. forces are deployed in prepared positions on the western half of the table. Their positions should be marked on a map, and not placed until they become visible.

Soviet forces enter the table from any point in the eastern third of the table. They may split their forces and enter from multiple points if they wish, but each unit's entry point must be decided before the game begins.

SOVIET FORCES

Motor-Rifle Battalion

Battalion Command

2x BTR-60PBK

2x T-72

1x MTU-72 bridging tank

2x ZSU 23-4

Motor-Rifle Company

1x BTR-60PBK with command section

3x BTR-60PB with infantry section

3x BTR-60PB with infantry section

3x BTR-60PB with infantry section

Motor-Rifle Company

1x BTR-60PBK with command section

3x BTR-60PB with infantry section

3x BTR-60PB with infantry section

3x BTR-60PB with infantry section

1x Tank Company

1x T-72 (command vehicle)

Tank Platoon

3x T-72

Tank Platoon

3x T-72

Tank Platoon

3x T-72

Mortar Battery

6x 120mm mortar, plus tow vehicles

U.S. FORCES

The U.S. player may place one unmarked minefield within the deployment area. This minefield consists of mixed anti-personnel and anti-tank mines, and may cover an area of up to 200m x 100m.

1x Tank Company (reduced)

1x M1 Abrams (command vehicle)

4x M1 Abrams

1x Infantry Platoon

1x M113 (command vehicle)

2x M113 with infantry section & M47 Dragon ATGM

OBJECTIVES

In order to claim a victory, the Soviets have to take the two hills. If they can rout or destroy more than half the U.S. forces, they can claim a major victory.

About Russell Phillips

Russell Phillips writes books and articles about military technology and history. His articles have been published in *Miniature Wargames*, *Wargames Illustrated*, and the *Society of Twentieth Century Wargamers' Journal*. Some of these articles are available on his website.

To get advance notice of new books, join Russell's mailing list at www.rpbook.co.uk/list. Mailing list members get discounts off all of Russell's books, and you can unsubscribe at any time.

Word-of-mouth is crucial for any author to succeed. If you enjoyed this book, please consider leaving a review where you bought it, or on Goodreads. Even a short review would be very much appreciated.

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