

A Place of my Own

An airmobile force attacks to seize an airfield.

Background:

1st Brigade, 7th Infantry Division, has been ordered to isolate and destroy the 52nd Motorized Rifle Division (MRD). The spearhead of the operation will be the 2nd Battalion, 44th Infantry Regiment (Airborne), which will attack and occupy the Regensburg Airport to allow heavy airlift assets to bring in the tanks and infantry fighting vehicles of the rest of the 7th ID. Bravo Company, 2/44IN, will attack at dawn to carry out this mission.

The defenders, Company A, 2nd Battalion, 14th MRR, must hold the airport until reinforcements of its own are able to arrive. That may not be for a day or two yet, so it is imperative that the enemy be deprived of the use of the airport. The 52nd MRD is spread out across the entire province and is working feverishly to consolidate and repel the attackers.

Starting Forces:

Defender:

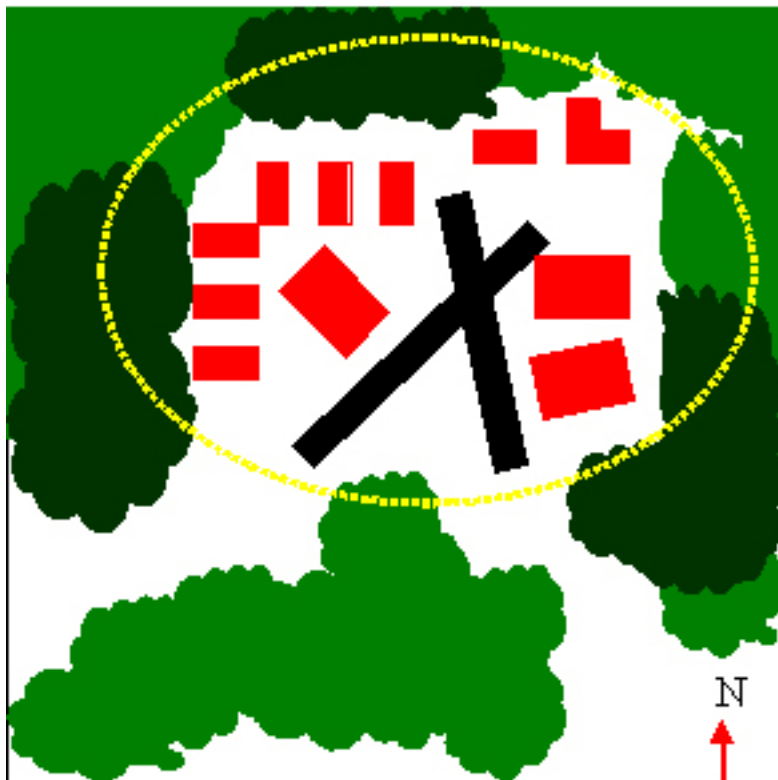
- 2 mechanized infantry platoons, each with:
 - 4 light IFV's, Class 3 maximum and with a minimum Infantry capacity of 2 Infantry stands each
 - 8 Infantry stands (6 must be Rifle Teams; 2 may be Powered or specialist teams)
 - 1 light truck (platoon sergeant), Class 1 maximum
- 1 medium tank platoon, consisting of:
 - 4 medium AFV's, Class 3 maximum
- 1 air defense section, consisting of:
 - 3 air defense vehicles, Class 3 maximum and with a ADS system each
- 15 Mine markers

Attacker:

- 2 air assault platoons, each with:
 - 4 VTOLs, Class 3 maximum and with a minimum Infantry capacity of 2 stands each
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
- 2 attack aviation sections, each with:

- 3 heavy VTOLs, up to Class 5
- 1 fire support platoon, consisting of:
 - 2 transport VTOLs, Class 4 maximum and with a minimum infantry capacity of 4 stands (i.e., 16 capacity points) each
 - 8 Infantry stands with RAM Mortar packages
- 1 scout aviation section, consisting of:
 - 2 light VTOL's, Class 1 maximum and with an Artillery Observer package each

Map:



Setup:

The map above is considered to be about 60" on each side. The red blocks are buildings (the largest ones being aircraft hangars), the black strips are the runways, and the green patches are woods (dark green for Heavy Woods, light green for Light Woods).

The defender places all his units/markers on the board, in and around the airfield – refer to the dotted yellow perimeter line as the boundaries of the defender's starting positions. The defender is allowed to place 2 Infantry stands of any type outside the yellow perimeter, to act as listening posts/observation posts (LP/OPs). The remaining infantry can be mounted or not, as the commander sees fit.

Entrenchments are allowed at the beginning of the game; place markers normally. The defender must place his 15 Mine markers before the start of the game.

The attacker begins with all units mounted and airborne, entering from the South edge of the map, no further than 1" from the edge.

Victory Conditions:

The attacker must seize and hold the airfield by either destroying or driving off (through

Suppression) all defending units. The defender's units will retreat to the North edge of the map if they fail Suppression checks, while the attacking units will run south if they are routed.

The defender must hold the airfield at all costs. If even one defending unit is left alive on the airfield, it is considered still to be under the defender's control.

There is no requirement to capture the buildings intact. The airstrip itself is the objective.