

Neutron Dance

Attacking to secure a volatile objective – a nuclear power plant.

Background:

The Wan Pho Nuclear Facility is a key strategic objective for the 7th ID. The facility will ensure that follow-on forces will have adequate power to run satellite link-ups and anti-satellite batteries, not to mention the leverage that it will give them over the civilian populace. A Marine contingent attached to the 7th ID will assist in taking the plant, supported by tanks from Delta Company, 1/4th Cavalry, airmobile infantry from Bravo Company, 2/44th Infantry (Airborne), and VTOL assets from 2/2nd Aviation (Attack). The objective is to occupy the reactor building in an operational state.

The commander of the 52nd MRD also is committed to holding onto the Wan Pho reactor. In addition to the esteem of the populace, the 52nd MRD needs the megawatts from the reactor to power radar sites nearby, underground storage bunkers, and a large battery of ground lasers dedicated to shooting down the 7th ID's dropships. The 11th MRR has tasked D Troop, 1/11th MRR, with the defense of the reactor complex. A small number of support units have been attached from the 52nd MRD.

Holding onto the reactor is of the utmost priority. Failure is not an option.

Starting forces:

Defender:

- 1 armored cavalry troop, consisting of the following:
 - 2 mechanized infantry platoons, consisting of:
 - 4 APCs, Class 3 maximum and with a minimum Infantry capacity of 2 stands
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
 - 1 tank platoon, consisting of:
 - 4 AFVs, up to Class 5
- 1 weapons platoon, consisting of:
 - 8 Heavy Infantry stands (any configuration)
- 1 scout platoon, consisting of:
 - 2 light recon vehicles, Class 1 maximum
- 1 air defense section, consisting of:
 - 2 air defense vehicles, Class 3 maximum and each with at least an ADS system
- 1 artillery platoon, consisting of:
 - 3 Self-Propelled Artillery vehicles, Class 3 maximum and each with an artillery

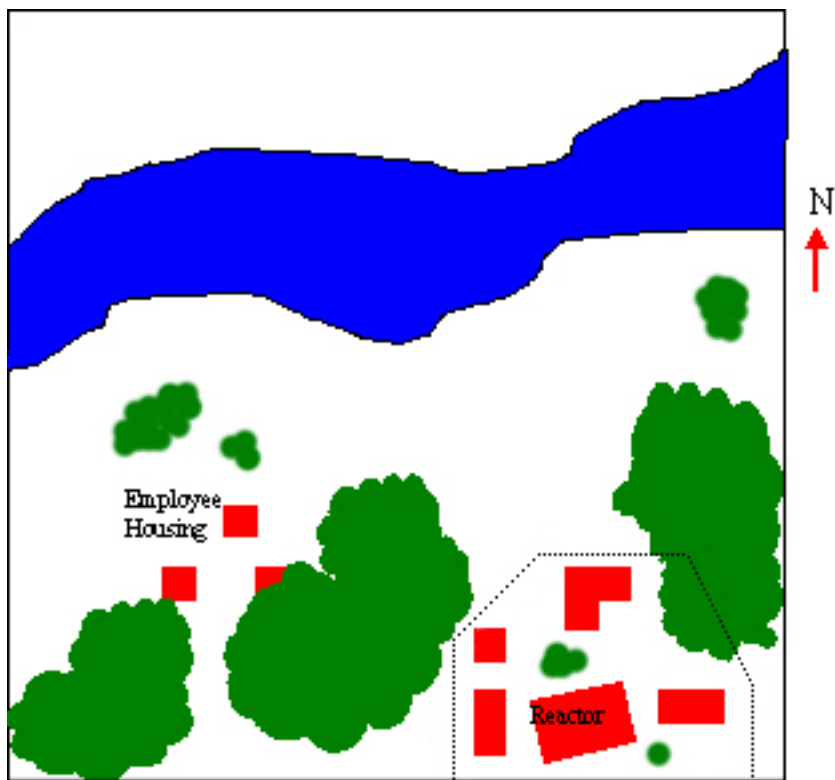
weapon system

- 10 Mine markers

Attacker:

- 1 marine infantry platoon, consisting of:
 - 2 assault hovercraft, Class 4 maximum and with a minimum Infantry capacity of 4 stands each
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
- 1 airmobile infantry platoon, consisting of:
 - 4 transport VTOLs, Class 3 maximum and with minimum infantry capacity of 2 stands each
 - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
- 2 hovertank platoons, each with:
 - 4 AFVs, Class 4 maximum
- 1 fire support platoon, consisting of:
 - 3 SPA vehicles, Class 3 maximum and each with an artillery weapon system
- 1 attack aviation section, consisting of:
 - 2 attack VTOLs, Class 5 maximum
- 1 recon platoon, consisting of:
 - 4 recon vehicles, Class 1 maximum, with an Artillery Observer package each

Map:



Setup:

The map above is considered to be 60" on a side. The red blocks represent a power station complex, the blue stripe is a river (treated as Deep Water for movement purposes), and the green areas are Light Woods. Note that no building is any closer than 2" to any other building.

There is a chain-link fence running around the entire perimeter of the power station. It is treated as Concertina Wire.

The defender can set up anywhere south of the river within 12" of the Southern edge, and may start his infantry mounted, dismounted, or in buildings.

The attacker starts all his forces at the Northern edge of the board, within 2" of the edge.

Victory Conditions:

The attacker must seize the power station without destroying the central building (which houses the reactor and nuclear piles) and hold it for five full turns. The attacker may destroy the defenders or drive them away through Suppression, so long as the central building survives.

The defender also has to maintain control of the reactor building; if he loses control, he can counterattack to attempt to regain control, and if the defender regains control, the attacker's five-turn requirement for holding the building starts over.

If the reactor building is destroyed, the scenario is called a draw (both sides have lost, in effect).