

## Strangers in the Night

*A movement-to-contact operation in the dead of night.*

### Background:

The 52nd MRD is completing its reconsolidation efforts, but divisional scout units have reported that a large mechanized force is on an approach march from a direction that threatens the left flank of the MRD. Because defenses in that area have not been solidified, the commander of the 52nd MRD fears that his forces would not be able to respond effectively to an attack and his consolidation would be disrupted.

The commander of the 52nd MRD has therefore decided to launch a meeting engagement with the approaching 7th ID forces. He has dispatched Company C, 1st Battalion, 3rd Guards Tanks Regiment (GTR), supported by the full attack assets of the 6th Battalion (Helicopter), 98th Airborne Brigade.

The search for the enemy has stretched deep into the night, but soon the sounds of heavy armored forces are audible in the darkness.

### Starting Forces:

#### *7th ID Forces:*

- 1 armored cavalry troop, consisting of:
  - 1 Headquarters Detachment:
    - 2 AFVs, Class 5 maximum
    - 1 APC (tactical operations center), Class 2 maximum and with a Command & Control system
  - 3 line platoons, each with:
    - 4 AFVs, Class 5 maximum
  - 1 recon section, consisting of:
    - 5 light recon vehicles, Class 1 maximum
- 1 powered infantry company, consisting of:
  - 3 infantry walker platoons, each with:
    - 4 infantry walkers, Class 1 maximum
- 1 air defense platoon, consisting of:
  - 4 air defense vehicles, Class 3 maximum and each with an ADS system

#### *52nd MRD Forces:*

- 1 mechanized infantry company, consisting of:

- 1 Headquarters Detachment:
  - 2 APCs (CO, TOC), Class 2 maximum, TOC must have Command & Control system
- 3 line platoons, each consisting of:
  - 4 IFVs, Class 3 maximum and minimum Infantry capacity of 2 stands each
  - 8 infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
- 1 anti-tank platoon, consisting of:
  - 4 AT vehicles, Class 2 maximum
- 1 mortar platoon, consisting of:
  - 4 APCs, Class 3 maximum and each with minimum Infantry capacity of 2 stands
  - 8 infantry stands with RAM Mortar packages
- 1 attack aviation battalion, consisting of:
  - 3 attack aviation companies, each with:
    - 4 helicopters, Class 5 maximum
  - 1 scout helicopter section, consisting of:
    - 4 scout helicopters, Class 2 maximum and each with an Artillery Observer

### Map:

Use any map with a random scattering of trees, hills, gullies, and whatnot. Players should take turns placing terrain.

### Setup:

The map is considered to be 60" on each side. This is a force-on-force or meeting engagement; each side has been looking for the other with the aim to destroy the enemy force and its will to fight.

Each side starts its units within 4" of the board on opposite sides. Fast movers start off-board and can enter on the second turn.

Note that it is night time – visual spotting range is reduced by half.

### Victory Conditions:

The side that has operational, unsuppressed units remaining on the board wins. If neither side has any operational, unsuppressed units left, it's a draw.