

The Thunder Rolls

Lightfighters duke it out, supported by heavy artillery.

Background:

7th ID forces have managed to establish a foothold in the northeastern end of the 11th MRR's defensive sector. It is a tenuous position, reinforced only by engineer obstacles and held by a single heavy infantry company, Charlie Company, 5/7th Infantry, with some DIVARTY assets in support. The commander of the 7th ID hopes to use the foothold to form a firebase within the sector and allow for staging of cavalry assets from which to attack the enemy.

Unfortunately, the tank column that was slated was to reinforce Charlie Company was ambushed and has had to withdraw until they can make another attempt to break through. Charlie 5/7th is on its own.

The commander of the 11th MRR has realized that this is a key moment to push the 7th ID assets out of this sector; however, his tanks have been engaged in a pitched battle in the neighboring sector and cannot be pulled out to attack the invaders on this front. It is up to a security force comprised of two light infantry companies – C and D Companies, 3/11th MRR – supported by some artillery assets that had been sent rearward for resupply and a single engineer company, the 64th Pioneer Company, 11th MRR. They will have to break through the enemy's obstacles and allow the infantry to assault the enemy positions.

Starting Forces:

Defender:

- 1 Heavy Infantry company, consisting of:
 - 3 line platoons, each with:
 - 8 Heavy Infantry stands (may be Powered or specialist teams)
 - 1 mortar platoon, consisting of:
 - 8 Infantry stands with RAM Mortar packages

- 2 heavy artillery platoons, consisting of:
 - 3 SPA vehicles, Class 4 maximum and with an artillery system each
 - 2 FST vehicles, Class 1 maximum and with the Artillery Observer option

- 20 Mine markers

- 30" of Concertina Wire (can be used in any desired lengths)

- 6 Bunkers, each consisting of:
 - Size 3, Armor 3, one weapon system, Infantry capacity of 2 stands (8 capacity points)

Attacker:

- 2 light infantry companies, each with:
 - 3 line platoons, each with:
 - 8 Infantry stands (6 must be Rifle Teams; 2 may be Powered or specialist teams)
 - 1 weapons platoon, consisting of:
 - 8 heavy infantry stands (any allowed configuration)
 - 1 transport section, consisting of:
 - 4 heavy trucks, Class 4 maximum and with minimum Infantry capacity of 4 stands, APSW only

- 1 light engineer company, consisting of:
 - 3 sapper platoons, each with:
 - 8 Infantry stands with Engineer packages
 - 1 transport section, consisting of:
 - 4 heavy trucks, Class 4 maximum and with minimum Infantry capacity of 4, APSW only

- 2 artillery batteries, each with:
 - 3 line platoons, each with:
 - 3 SPA vehicles, Class 3 maximum
 - 1 forward observer section, consisting of:
 - 2 light recon vehicles, Class 1 maximum

Map:

Use any map with a random scattering of trees, hills, gullies, and whatnot.

Setup:

The map is considered to be 60" on each side.

The defending force is entirely entrenched in whatever positions it finds to be the most advantageous. The single requirement is that all forces be within a 20" diameter of the very center of the board, although the defender is allowed to deploy two LP/OP's of one Infantry stand each to any part of the board within a 40" diameter of the center.

The attacker is able to place his units on any edge of the board he chooses, although all units must be placed on the same side and within 2" of the edge.

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.