

## Beautiful Day in the Neighborhood

*An assault upon a waterlogged city.*

### **Background:**

The 14th MRR has managed to isolate elements of the enemy division in a suburb of Regensburg. B Company, 2/14th MRR has been tasked with isolating and destroying the enemy positions in that sector, backed up by two tank platoons from 3/3rd Guards Tanks, assorted artillery pieces, and some scout helicopters. The objective is to destroy the enemy or drive him out of this sector.

Bravo Troop, 2/40th Cavalry, has been ordered to hold the sector at all costs, so as to enable the main body of the 7th ID to wheel through the city and catch the enemy on the flanks. The divisional combat engineers emplaced substantial obstacles throughout the sector as well as building up a few hardened bunkers – steel-reinforced concrete covered with Kevlar sheeting. Supported by a few tanks and anti-tank vehicles, Bravo 2/40 has been encouraged to take full advantage of spoiling and ambush tactics.

Last night, the dam across the reservoir north of the city was destroyed by errant bombs – whose, no one knows. The city has been flooded, with standing water as deep as 8 feet in some places. The water has reached about 6 feet in the western end of this sector, with patches of standing water that range to about 3 feet deep. The enemy is approaching from the west – a boon to the defenders of Bravo 2/40, who hope the deep water will slow them down and create bottlenecks, where murderous anti-tank fire can pare them down.

### **Starting Forces:**

*Defender:*

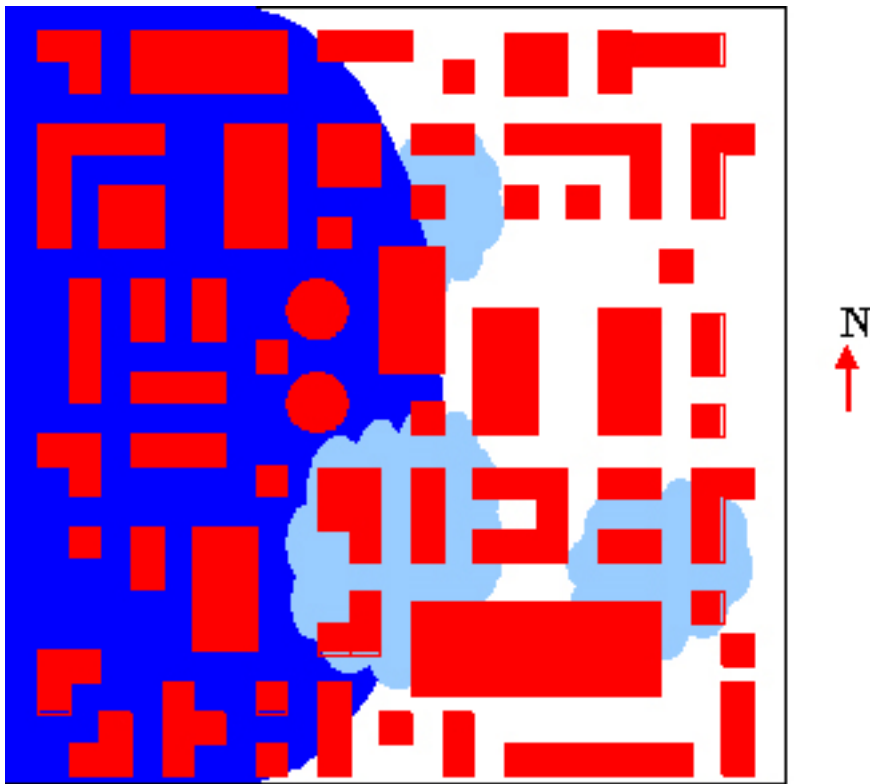
- 1 mechanized infantry company, consisting of:
  - 3 mechanized infantry platoons, each with:
    - 4 IFVs, Class 3 maximum and each with an Infantry capacity of 2 stands
    - 8 Infantry stands (4 must be Rifle Teams; 4 may be Powered or specialist teams)
    - 1 light truck (platoon sergeant), Class 1 maximum
- 1 mortars platoon, consisting of:
  - 8 Infantry stands with RAM Mortar packages
- 1 medium tank platoon, consisting of:
  - 4 medium AFVs, Class 3 maximum
- 1 motorized anti-tank platoon, consisting of:
  - 5 light AT vehicles, Class 1 maximum
- 1 air defense section, consisting of:

- 2 air defense vehicles, Class 3 maximum and with an ADS system each
- 4 heavy bunkers, each with up to 4 weapons systems totaling no more than 20 capacity points and an armor rating of 4-A (Ablative)
- 20 obstacle markers (mines, wire, or dragon's teeth)
- 6 Roadblocks

*Attacker:*

- 1 hover infantry company, consisting of:
  - 3 mechanized infantry platoons, each with:
    - 4 hover/grav IFVs, Class 3 maximum and each with an Infantry capacity of 2
    - 8 Infantry stands (6 must be Rifle Teams; 2 may be Powered or specialist teams)
- 1 combat engineer platoon, consisting of:
  - 4 engineer IFVs, Class 3 maximum and each an Infantry capacity of 2 and an Engineer package
  - 8 combat engineer Infantry stands
- 2 tank platoons, each with:
  - 4 medium AFVs, Class 3 maximum
- 1 fire support platoon, consisting of:
  - 3 light SPA vehicles, Class 3 maximum and with an artillery system each
- 1 scout aviation section, consisting of:
  - 2 light VTOLs, Class 2 maximum

**Map:**



### Setup:

The map above is considered to be 60" on each side. The red blocks are buildings of various heights between 1 and 4 stories, the dark blue is Open Water, and the light blue is treated as Rivers/Streams. All terrain between the buildings is Pavement – no entrenchment is possible. You can create any city configuration you want, as long as the western third of it is flooded with Medium Water and patches are covered by Shallow Water.

The defender places all his units on the board within 30" of the Eastern (dry) edge. The defender is allowed to place 2 Infantry stands of any type anywhere else on the board, to act as LP/OP's. The remaining infantry can be mounted or not, as the commander sees fit.

The defender must place his obstacles and roadblocks before the start of the game. The bunkers must also be placed before the game starts, and can be anywhere within the city; these do not count against the 2-stand limit on the commander's scout elements, and are considered fully manned without the need to dedicate any infantry stands to them.

The attacker begins with all units mounted, entering from the West edge of the map. The attacking commander automatically wins initiative for the first turn.

### Victory Conditions:

The attacker must destroy or drive off all defending units. The defender's units will retreat to the Eastern edge of the map if they fail morale checks, while the attacking units will run West if they are routed.