

The Thorn in My Side

A lightning raid to silence the enemy's missile silos.

Background:

The 52nd Motor Rifle Division has been ordered to guard a pair of missile silos set deep into the earth near the village of Stahlregen. The missiles are configured to carry conventional warheads, but can also carry nerve agents and tactical nuclear packages. Starting two days ago, the commander of the 1st Strategic Rocket Forces assigned the silos the mission of bombarding the 7th ID stronghold in the heart of what used to be Regensburg.

Every 25 minutes, a pair of conventional missiles, carrying 3500-pound cluster warheads, screams out of the bunkers and makes the eight-minute trip to Regensburg. The commanding general of the 7th ID is determined not to abandon the city, especially with its all-important airfield. The divisional air defense assets have been able to shoot down about half the missiles before they impact, but too many have already been allowed to wreak death and destruction upon the 7th ID.

Alpha and Charlie Companies of 2nd Battalion, 44th Infantry (Airborne) have been dispatched to deal with the problem. Approaching the site in heavily armed and armored helicopters, they must deal quickly with the armored fighting vehicles upon which the enemy is relying to keep the site safe.

The missile silos are impervious to anything short of nuclear bombardment, so the riflemen of 2/44IN must fight their way into the bunkers and sabotage the silos from within.

The commander of the force on the ground, however, is determined to safeguard the missiles to the last man, but he is worried. Of the original battalion assigned to guard these silos, two tank companies have been pulled away to interdict enemy units to the south. Troop D, 2/11th Motorized Rifle Regiment, has been alone here for several days, but has finally been joined by an infantry company, Company D, 3/11th MRR, and reinforced by some light artillery and assorted support troops.

Starting forces:

Defender:

- 1 armored cavalry troop, consisting of:
 - 3 cavalry platoons, each with:
 - 4 medium tanks, Class 3 maximum
 - 1 scout platoon, consisting of:
 - 4 light scout vehicles, Class 1 maximum

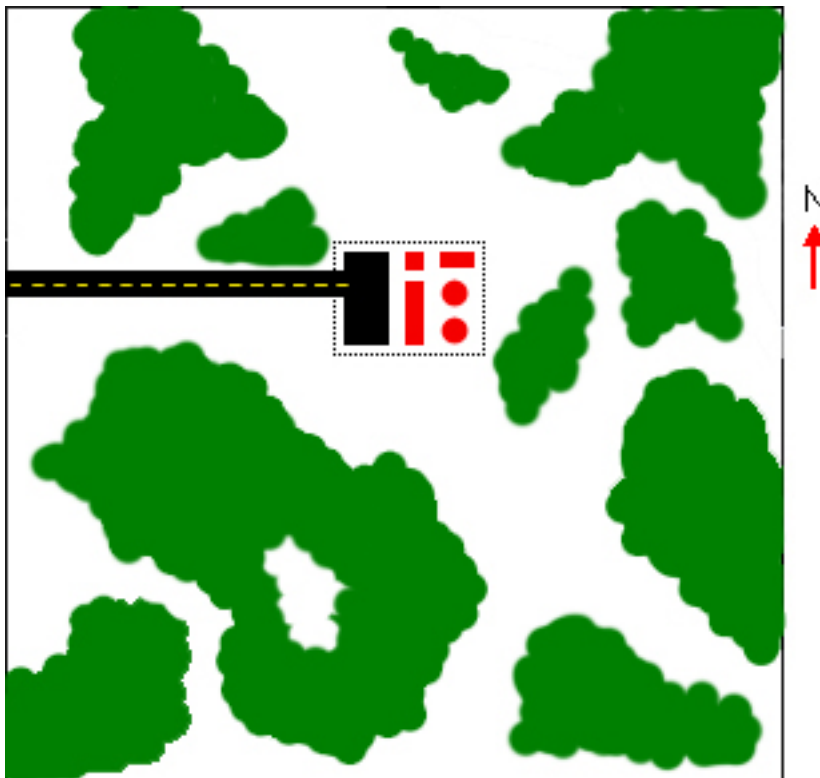
- 1 light infantry company, consisting of:
 - 3 line platoons, each with:
 - 8 Infantry stands (6 must be Rifle Teams; 2 may be Powered or specialist teams)
 - 1 weapons platoon, consisting of:

- 8 heavy infantry stands (any allowable configuration)
- 1 medium artillery battery, consisting of:
 - 3 SPA vehicles, Class 3 maximum and an artillery system each
- 1 air defense section, consisting of:
 - 3 air defense vehicles, Class 3 maximum and with an ADS system each

Attacker:

- 2 air assault infantry companies, each with:
 - 3 line platoons, each with:
 - 4 medium VTOLs, Class 3 maximum and Infantry capacity of 2 stands each
 - 8 Infantry stands (2 may be Powered or specialist teams)
- 1 attack aviation company, consisting of:
 - Four aviation sections, each with:
 - 2 heavy attack VTOLs, Class 5 maximum

Map:



Setup:

The map above is considered to be 60" on a side. The defender can place his units anywhere on the board he chooses. The compound is surrounded by a simple chain-link fence, which is open on the side where the road enters. The attacking force must start his units within 2" of any edges of the map.

Victory Conditions:

The attacking infantry must enter the missile silos. It will take two turns of concerted activity to breach the service doors of the silos and get inside to sabotage the missile launch apparatus. Once inside, they cannot be stopped, so the very act of breaching the doors signifies victory for the attacker.

To summarize: if an infantry stand is allowed to sit on top of a silo for two full consecutive turns, taking no other action, that silo is considered destroyed. There are two silos, so this must be done twice, once for each. The attacker is victorious if he can disable both silos. Disabling only one is a draw, and the defender wins if neither silo is breached.