

North German Plain, 1985 A WW3 Team Yankee Cold War Mega-Game Scenario

Throughout the Cold War, the vast North German Plain offered multiple good avenues for advance for the forces of the Warsaw Pact and was therefore relatively heavily guarded by NATO forces. In event of war between the Warsaw Pact and NATO, this area would have been an area of heavy conflict.

This scenario uses multiple large tabletops to provide an area of typical terrain in the plain, and then matches up forces historically in this area in hypothetical conflict, using the *WW3 Team Yankee* rules. Soviet plans called for airmobile forces to seize key choke points along the advance, so the scenario envisions a Warsaw Pact airmobile force defending a key river crossing in an urban area, while several armored spearheads rush to relieve them before they are overwhelmed by the NATO response.

Special Terrain rules – East Table:

- Buildings – small villages and isolated farms dot the landscape across the plain. Any stand touching or inside a building should be treated as in concealing terrain, and in bulletproof cover.
- Fields – the plain is fertile ground, and the open areas of the board are covered in crop fields. It is August and wheat fields are good height and are classified as short terrain. Other fields are lower and offer no concealment and are simply terrain.
- Woods – all areas of woods are tall, difficult terrain. Teams on the edge of a woods are concealed. Teams within a wooded area can see and be seen within 6”.
- Highways – are treated as roads.
- Tracks – are treated as cross-country terrain.
- Rivers – the rivers are shallow and is treated as difficult going, requiring a cross check.

Special Terrain rules – West Table:

- Urban Area – the entire west table is urban; buildings are tall terrain. Teams inside or touching buildings are considered in hard cover. Parks are only lightly wooded and do not block line of sight in any way but provide concealment to infantry teams within them.

Deployment - Forces:

Each force follows the deployment guidelines listed for it. No more than 80 points may start deployed on the table (NATO) or entering on turn one (Warsaw Pact).

NATO forces may hold up to one unit of their force which could start on the table in ambush. A player's ambush must be placed within its assigned sector when deployed.

The Warsaw Pact forces will take the first turn.

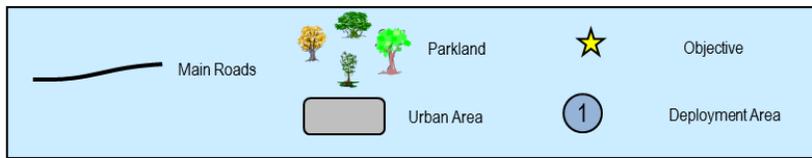
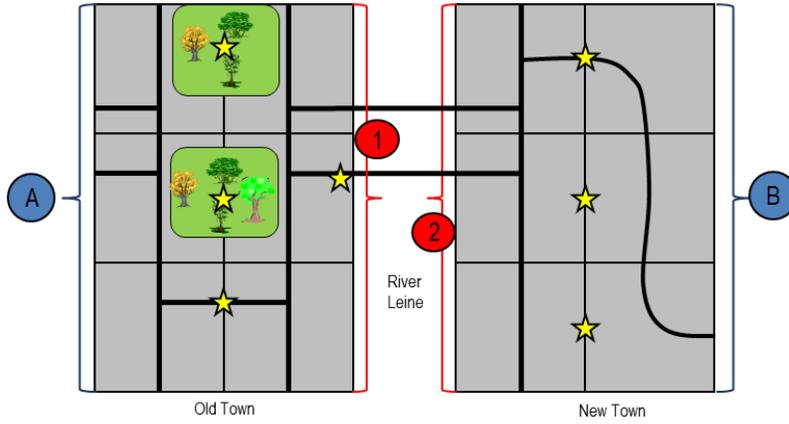
Reserves:

Both sides may have forces that will arrive from reserve. Each player may bring on one unit from reserve each turn commencing on turn two. Reserve forces enter from the deployment zones specified.

Maps:

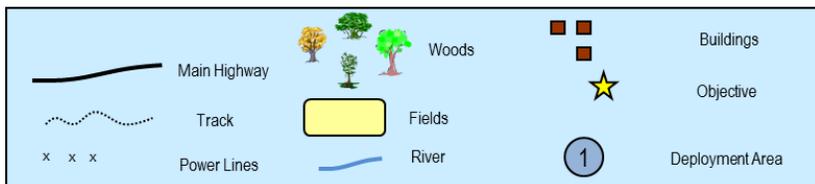
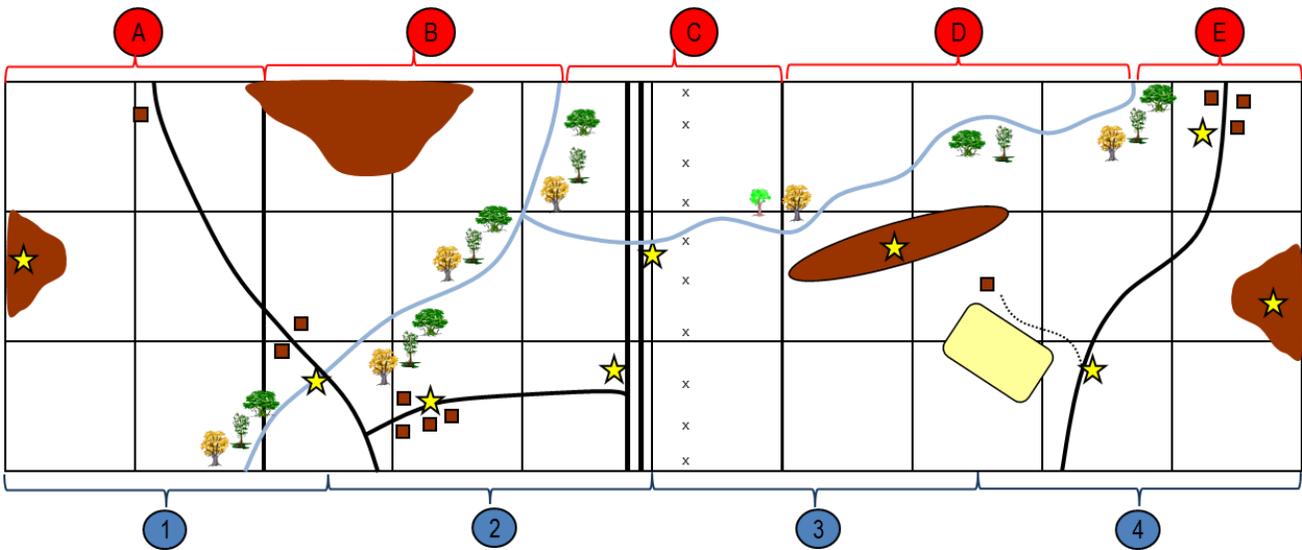
Team Yankee Mega-Game North German Plain – West Table

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Forces:

NATO Forces - Each player may field a force of up to 120 points drawn from any NATO list. The NATO overall commander will assign forces to a blue zone on one of the tables (see map).

The player's initial forces are deployed within 12" of their deployment zone.

Soviet / Warsaw Pact Forces - Each player may field a force of up to 120 points drawn from any Warsaw Pact list. The WP overall commander will assign forces to a red zone on one of the tables (see map).

The player's initial force units will enter on turn one from their deployment zone.

Artillery:

Artillery may be purchased as normal, but it must be deployed on the table to be used.

Airpower:

Airpower was integral in forces during this era. Players may add air assets as part of their forces following the normal *WW3 Team Yankee* force structure charts.

Air units are not restricted to the owning player's sector and may move anywhere on their assigned table as per the *WW3 Team Yankee* rules. Air units may not deploy from the east table to the west table, or vice versa.

Weather:

Weather plays no role in this scenario.

Game Length:

The Warsaw Pact forces would have been operating on a tight timeline, and their forces would need to push very hard to break through the NATO positions. The game will last at least eight turns. At the end of turn eight, the Warsaw Pact CiC rolls one d6. On a 4+ a ninth turn is played, if not, the game ends. The game automatically ends after turn nine is completed.

Winning the Game:

There are nine critical objectives on the east table, and seven on the west table. The side controlling the highest number of objectives at the end of the game has won a tactical victory. If both sides control an equal number of objectives, then the game is a draw.