Beyond Breaking – 4th August 1982

Last updated 22nd January 2013

The scenario set in the Northern Germany during 1982. It is designed for use with the "Modern Spearhead” miniatures rule system. The table required for this scenario measures 1.8m by 1.2m. The alternate ground scale of 1” = 125m has been used for this scenario.

Background:

Major WARPAC formations, in strength, are applying extreme pressure all along NATO's forward line of defence. BAOR are extremely hard pressed and there are simply no longer the forces available to plug every potential gap. The Soviet forces however have taken heavy casualties.

The weather is fine. Air superiority is contested. Fixed wing air support is primarily conducting deep strikes and is only available for direct support in limited numbers. The Soviets however are switching increasing numbers of aircraft to direct support missions.

Scenario Rules:

The game lasts a maximum of 16 turns.

Single sector towns are treated as villages, refer 13.5. The two sector town is considered to comprise town sectors. The small farm provides spotting cover only to one stand.

All artillery is limited to a maximum of two rounds of smoke ammunition. All special artillery rounds, excluding smoke, count as two fire missions for ammunition supply purposes.

British forces may set-up with 300mm of the Soviet table edge. Normal off table reserve rules apply. The British player places HQ stands from each of his battalions deployed initially on table. After the Soviet player has drawn his command arrows these battalion HQs may be moved up to 150mm and all stands of the battalion are placed on table. The exception is that the British player may elect to hold up to three stands in hidden deployment. The position of these stands is not revealed until they are spotted, move or fire. A detachment may be dropped off outside command.

No flank marches are permitted.

Both armies are limited to five Electronic Warfare Missions with a maximum of one per turn.

The Map:

The map is based on a 1.8m wide by 1.2m deep table. Each grid square is 12” across which equates to 1500m. Objectives are indicated on the map with labels, [A] - [E].
Victory Conditions:

Victory points are allocated as follows. The side with the higher number at the end of the engagement is deemed the winner.

- +2 VP is allocated to the Soviets for each British battalion that is forced to test morale, excluding any helicopters.
- +2 VP for holding, at the end of the engagement, each marked objective. To be held no enemy stand can be within 1km (10") and be capable of bringing direct fire down on the objective. Objectives are marked on the map.
- The Soviet player is allocated victory points equal to the British player's selected reinforcements.
- +3 VP for each Soviet battalion that exits the British base line and all if all the following apply:
  1. The exiting battalion has not had to test morale.
  2. The exiting battalion did not conduct a flank march or is a reconnaissance battalion.
  3. The battalion exited the table within 10" of a road and the road can be traced back to the players base line with a corridor of 5" either side of the road that is clear of enemy stands at the end of the game.
British Briefing:

The divisional sector is divided into smaller brigade sectors. Your area of operations is some 7km in width. Within this sector you can expect to be facing elements from two Soviet regiments drawn from a single Soviet Motor Rifle Division. The Soviet formations are believed to have suffered heavy casualties in the proceeding hours.

1st Armoured Division HQ has a number of support units. You can request support from these formations, however the more units allocated to your sector the less will be available to other sectors. Breakthroughs elsewhere cannot be accepted.

Soviet attacks in many sectors have involved concentrated pre-planned artillery fire.

The British player starts with a base force allocation. He can optionally supplement this force with additional units. However, as he adds units he is penalised with respect to victory points.

British forces are as follows:

<table>
<thead>
<tr>
<th>22nd Armoured Brigade, British 1st Armoured Division: Veteran</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1-Brigade Headquarters:</strong></td>
</tr>
<tr>
<td>1-HQ stand in FV432 or Sultan</td>
</tr>
<tr>
<td><strong>1-Mechanised Infantry Battalion:</strong></td>
</tr>
<tr>
<td>1-HQ stand in FV432</td>
</tr>
<tr>
<td>Recce Plt:</td>
</tr>
<tr>
<td>1-Scimitar stand</td>
</tr>
<tr>
<td>3-Infantry Companies, each with:</td>
</tr>
<tr>
<td>3-FV432 Infantry Combat Teams</td>
</tr>
<tr>
<td>AT Platoon:</td>
</tr>
<tr>
<td>3-Milan teams in FV432</td>
</tr>
<tr>
<td><strong>1-Armoured Regiment:</strong></td>
</tr>
<tr>
<td>1-HQ Chieftain V stand</td>
</tr>
<tr>
<td>Recce Plt:</td>
</tr>
<tr>
<td>2-Scorpion stands</td>
</tr>
<tr>
<td>AT Plt:</td>
</tr>
<tr>
<td>2-FV438 stands</td>
</tr>
<tr>
<td>3-Armoured Squadrons, each with:</td>
</tr>
<tr>
<td>3-Chieftain V stands</td>
</tr>
<tr>
<td><strong>Divisional Assets:</strong></td>
</tr>
<tr>
<td><strong>1-Artillery Regiment:</strong></td>
</tr>
<tr>
<td>1-FAO</td>
</tr>
<tr>
<td>6-Abbots (6 FM)</td>
</tr>
</tbody>
</table>

This battle group can be reinforced. Possible reinforcements have a number in brackets associated with them. This value denotes the victory point cost associated with the unit.
### British 1st Armoured Division: (Elements)  All Regular

**Reinforcements:** Up to one battalion may be selected from the following list of battalion sized battlegroups:

### 1-Mechanised Infantry Battalion (4):
- 1-HQ stand in Fv432
- Mortar Plt:
- 2-FV432(m) stands
- Recce Plt:
- 2-Scimitar stands
- 3-Infantry companies, each with:
- 2-FV432 Infantry Combat Teams
- 1-Armoured Squadrons, with:
- 2-Chieftain V stands
- AT Platoon:
- 2-Milan teams in FV432

### 1-Armoured Regiment (4):
- 1-HQ Chieftain V stand
- Recce Plt:
- 2-Scorpion stands
- AT Plt:
- 2-FV438 stands
- 2-Armoured Squadrons, each with:
- 3-Chieftain V stands
- 1-Infantry companies, with:
- 2-FV432 Infantry Combat Teams

### 1-Territorial Infantry Battalion (2):
- 1-HQ stand
- 3-Infantry companies, each with:
- 2-Infantry stands
- 1-AT company with:
- 2-Milan stands

**Reinforcements:** Up to three points may be optionally selected from the following list:

### Divisional Assets:
- **1-Artillery Regiment (1):**
  - 4-M109A2 stands (3 FM)
- **Air Defence Battery (1):**
  - 2-Blowpipe stands (attach by stand)
- **1-Divisional Reconnaissance Squadron (1):**
  - 3-Scimitars stands
  - 1-Striker stand
- **1-Attack Helicopter Squadron (3):**
  - 1-Flight of two Lynx Helicopters.

### BAOR Corps Assets (1):
- **1-Air Defence Battery:**
  - 1-Towed Rapier stand (off-table)
- **Fixed Wing Air Support (1):**
  - 1-Sortie of Harriers (on-call, no AGC)
**Soviet Briefing:**

The NATO divisional sector is divided into smaller brigade sectors. You will be advancing over an area some 7km in width with two regiments forward. Within this sector you can expect to be facing elements from one British Brigade. British formations are fighting with great determination but the threat of a breakthrough is drawing additional forces into the front line.

The revised Russian TO&E as documented at the [Modern Spearhead website](http://modernspearhead.wordpress.com) should be used as the basis for Soviet forces. Minor modifications to these organisations are defined below. All Soviet battalions have regular morale.

### 207th Motor Rifle Division: (Regular)

<table>
<thead>
<tr>
<th>Division</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1-BTR-60PB Motor Rifle Regiment:</strong></td>
<td>As per TO&amp;E. All companies reduced to two combat teams. ATGW is Fagot. The tank battalion equipped with seven T-64B tanks. Regimental support companies available are only anti-tank and anti-aircraft companies. Artillery is towed D-30 (6FM) with one FAO.</td>
</tr>
<tr>
<td><strong>Reinforced with either of the following regiments:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>1-BMP Motor Rifle Regiment:</strong></td>
<td>As per TO&amp;E except only two battalions. All companies reduced to two combat teams. The tank battalion is equipped with ten T-64B tanks. Regimental support companies available are only anti-tank and anti-aircraft companies. Artillery is 2S1 (6FM) with one FAO.</td>
</tr>
<tr>
<td><strong>1-Tank Regiment:</strong></td>
<td>As per TO&amp;E except three battalions of T-64Bs, each of seven tanks and one battalion of BMPs. BMP companies reduced to two combat teams. The Regimental anti-aircraft company is available. Artillery is D-30 (6FM) with one FAO. If this option is used the BTR regiment replaces its T-64B tanks with T-62M.</td>
</tr>
<tr>
<td><strong>Divisional Assets:</strong></td>
<td></td>
</tr>
<tr>
<td><strong>1-Artillery Regiment:</strong></td>
<td>1-FAO 4-2S1 (6FM)</td>
</tr>
<tr>
<td><strong>1-Artillery Regiment:</strong></td>
<td>1-FAO 4-BM-21 Rocket Launchers (3 FM)</td>
</tr>
<tr>
<td><strong>1-Air Defence Battery:</strong></td>
<td>1-SA-6 stand (off-table)</td>
</tr>
<tr>
<td><strong>Fixed Wing Air Support</strong></td>
<td>2-SU-7 ground attack sortie or 1-Mig-23 ground attack sortie</td>
</tr>
</tbody>
</table>

Up to six fire missions total and selected from any mix of Soviet artillery battalions may be pre-planned prior to the battle.

Soviet Air Support arrives randomly. Each turn the Soviet player rolls one D6 and if a six is rolled one sortie of SU-7 or Mig-23 aircraft arrives that turn. Up to maximum of two sorties of SU-7s or one sortie of Mig-23s may be used in the game. The player defines the weapon load of each sortie before the game. Aircraft attack a random British battalion, determined by a die roll.