

World at War – Blood and Bridges

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SCENARIO 13 – THE BIG PUSH

Contrary to other sectors the area between Faulbach and Bendorf remained calm for quite some days. But then the Soviets decide to attempt a big push to break through and capture some of the precious Rhine bridges.

Suddenly a small force of hastily scrambled British, German and U.S. NATO troops face the strength of three Soviet regiments. The final clash erupts.

SOVIETS

Pre-game adjustments:

- Divide all available support weapons freely between all formations.

Set up second as follows:

- Full 93rd Recon east of column AM, south of row 13 and north of row 22.
- 39th and 57th AHR. The helicopters start the game off map and enter the map anywhere on the eastern edge.
- Add both Su-25 to cup in turn 1.
- Place up to six smoke markers anywhere on the map.

Reinforcements:

- At the start of turns 1-3 add one formation chit (62nd MRR, 48th GMR, 74th GTR) to the cup (players decision). All Soviet regiments start at full strength. Available reinforcements enter the map via eastern border.

NATO

Pre-game adjustments:

- Divide all available support weapons freely between all formations.

Set up first as follows:

- All available British and German ground forces plus British 1st AAC anywhere on the map up to the line Faulbach – Rieden.

- 1st AAC's helicopters start off map and enter the map on the western edge.
- All NATO forces may set up concealed (if eligible, see rule 6.1.5).
- You may place all eight Improved Position markers anywhere on the map.

Reinforcements:

- At the start of each turn (following turn 1) roll 1D6 for the following units/formations (roll separately for each aircraft counter!):
 - British Tornados (2x),
 - German Tornados (2x),
 - U.S. A-10 (2x),
 - U.S. 18th AVA,
 - U.S. I-32.On a result of "6" the unit/formation rolled for enters the game as a reinforcement.

PLAYABLE AREA

- Blood and Bridges Map.

TURNS

- All 20.

SPECIAL SCENARIO RULES

- All three "turn end" marker must be drawn to end a turn, not only two! In exchange, don't apply rule 3.2.1.
- The Chaos markers are never removed from play. If any result calls them to be removed, place them one turn ahead on the turn track instead.
- During turn one (only!) all NATO formations receive only one activation chit (general disruption caused by Soviet pre-battle bombardment). If a chit is drawn, it may not be put back into the cup again. If not used, the action is forfeit.
- Use the "designated formation" marker as a wildcard activation chit for the

Soviet player. By drawing this chit the Soviet player may freely activate any one of his formations. This gives the Soviet player the chance to activate any one of his formations a second time during a single turn.

- NATO HQs may only call for one Artillery fire mission per HQ activation, Soviet HQs may call for two per HQ activation.
- Special Scenario Event:
Roll 1D6: on a result of 5-6, the rolling side receives an Aircover marker, on a result of 1-4 roll for a Support Mission.
- Roll for each plane used. The result is the number of turns its counter is put ahead on the turn track:
 - shot down: 2D6,
 - disrupted: 1D6,
 - returned safely: $\frac{1}{2}$ D6 (round down fractions).
- Mark the number of attacks any helicopter performed with a die or marker. Following each attack, roll 1D6: if the result is equal or less the number of attacks already flown, the helicopter must return to base.
- Just like for aircrafts, roll for each helicopter taken from the map for any reason. The result is the number of turns its counter is put ahead on the turn track:
 - shot down: 2D6,
 - disrupted: 1D6,
 - returned safely: next turn.

VICTORY CONDITIONS

These are easy in this scenario! No need to count VPs:

- Soviets either cross the Rhine or destroy all NATO ground forces.
- Any other result is a Nato victory.

COMMENTS

This one is a hard nut to crack for both sides! Let's begin with the

NATO forces:

Trouble starts with the setup. As the NATO forces are short of AA weapons (especially the Germans!), they cannot easily put up a stiff forward defense, as then the frightening HIND-E helicopters will most likely blast them away.

Next problem is the likely route of Soviet advance. True, the Soviets will go for both, Faulbach and Rieden, but where in strength? Then, put your tanks into first line or hold them back until the Soviet advance starts to canalize?

Much depends upon the timely arrival of the meagre U.S. forces, but there's no other chance but to hope for them to arrive quickly.

Now for the Soviets:

Where to put your focus? Faulbach is no easy ground to take, as hill, woods and the village itself are good for a stiff defense.

But Rieden is no better option. The rivers, the height and the village will considerably slow your advance, especially if well defended. So, time for a good plan, isn't it?

Your best assets during the early turns are your helicopters. With two likely activations they will kill a lot of the defenders and may open your way to the bridges if well used.

May the better side win!