

# COUNTERATTACK ON VOLKOV'S BATTALION

"Victory sure is sweet Comrade." Captain Lermontov said to the Major. They were taking moment to rest as dusk fell upon them. The tank crews were taking their time to play cards, take a smoke, and rest. After many days of hard fighting, the men were spent of their energy. All of a sudden, Major Volkov's radio crackled to life.

"Attention Red Wolf, attention Red Wolf"

"Received"

"Enemy aircraft inbound, friendly support is on the way."

As the transmission ended, a pair of Tornados came flying over the treeline.

Major Yuri Volkov's T-64 Battalion leads a Forward Detachment operating ahead of his regiment, the 286<sup>th</sup> Guards Motor Rifle Regiment.

A West German force has caught the Volkov's Soviets with their pants down, taking a break after some hard days fighting. The Soviets must beat back the counterattack.

## SPECIAL RULES

- Immediate Reserves (West Germans) (see page 101 of Team Yankee)
- Delayed Reserves (Soviets) (see page 101 of Team Yankee)
- Airborne Ambush (see below)

## AIRBORNE AMBUSH

The Soviets are caught off guard, and their crews are not to their vehicles as the attack begins. All Soviet vehicles start the game Bailed Out, and the infantry must be deployed dismounted and Pinned Down.

## SETTING UP

Lay out the terrain on a 6' x 4' (180cm x 120cm) table as shown on the map on the following page.

Place two Objectives on the spots marked **X**.

## DEPLOYMENT

The West German force places their Panzeraufklärungs Kompanie HQ, three Luchs Späh Trupp, Leopard 1 Panzer Zug, and Tornado Strike Flight on table in the West German deployment area. The Leopard 2 Panzer Platoon, both Fuchs Panzeraufklärungs Zugs, and the Gepard Flakpanzer Batterie are placed in Immediate Reserves. West German Infantry Teams may start the game in Foxholes (see pages 35, 48, and 54 of Team Yankee).

The Soviets deploy the entire T-64 Tank Battalion within 12"/30cm of their table edge along with the 2S3 Acacia Heavy SP Howitzer Battery, and the entire Air Assault Battalion is in Delayed Reserve.

## STARTING THE GAME

The West German Player is the Attacker and has the first turn.

## WINNING THE GAME

The West German player wins the game if they start any turn Holding any of the Objectives.

The Soviet player wins at the start of any turn from Turn 6 with no West German teams within 16"/40cm of either Objective.

## CONSEQUENCES

If the German player wins, their ambush is successful and delays the Soviet thrust for a few days, allowing American and British reinforcements to arrive in Dutch ports. If the Soviet player wins they have deflected an ambush and are on their way to the coast!

## WHAT HAPPENED

Major Volkov's tank battalion was able to survive the ambush with the assistance of airborne troops. His battalion took heavy casualties and was nearly eliminated, stalling his advance, but only until reinforcements could come.

West German Immediate Reserves arrive along this table edge.



Soviet Delayed Reserves arrive along this table edge.

## FORCES

### T-64 TANK BATTALION

- T-64 Tank Battalion HQ  
1x T-64
- T-64 Tank Company  
5x T-64 + AT-8 Songster missiles
- T-64 Tank Company  
5x T-64
- T-64 Tank Company  
5x T-64
- BTR-60 Motor Rifle Company  
7x AK-74 team with RPG-18 anti-tank  
6x RPG-7 anti-tank team  
1x PKM LMG team  
8x BTR-60
- 2S3 Acacia Heavy SP Howitzer Battery  
3x 2S3 Acacia

#### AIR ASSAULT BATTALION (DELAYED RESERVES)

- Air Assault Battalion HQ  
1x AK-74 Team
- Air Assault Company  
7x AK-74 team with RPG-18 anti-tank  
6x RPG-7 anti-tank team  
2x PKM LMG team  
1x SA-14 Gremlin team
- Mi-24 Assault Helicopter Company  
4x Mi-24 Hind
- Mi-24 Assault Helicopter Company  
4x Mi-24 Hind

ALTERNATIVE FORCE: 131 POINTS

### PANZERAUFKLÄRUNGS KOMPANIE

- Panzeraufklärungs Kompanie HQ  
1x Leopard 1
  - Luchs Späh Trupp  
2x Luchs
  - Luchs Späh Trupp  
2x Luchs
  - Luchs Späh Trupp  
2x Luchs
  - Leopard 1 Panzer Zug  
3x Leopard 1
  - Tornado Strike Flight  
4x Tornado
- IN IMMEDIATE RESERVE**
- Leopard 2 Panzer Zug  
3x Leopard 2
  - Fuchs Panzeraufklärungs Zug  
3x MG3 team with Panzerfaust 44 anti-tank rocket  
1x Milan missile team  
3x Fuchs
  - Fuchs Panzeraufklärungs Zug  
3x MG3 team with Panzerfaust 44 anti-tank rocket  
1x Milan missile team  
3x Fuchs
  - Gepard FlaKpanzer Zug  
4x Gepard

ALTERNATIVE FORCE: 74 POINTS